

攻裁幾動隊

S H Î R O W M A S A M U N E



Ghost in the Shell 2 KODANSHA COMICS Digital Edition

STORY AND ART BY Shirow Masamune

The Ghost in the Shell 2: Man-Machine Interface © 2001 Shirow Masamune. English translation copyright © Kodansha Ltd.

All rights reserved.

First edition: July 2010

First published in Japan in 2001 by Kodansha Ltd., Tokyo. Electronic Publishing rights for this English edition arranged through Kodansha Ltd., Tokyo.

No portion of this book may be reproduced or transmitted in any form or by any means without written permission from the copyright holders.

English digital edition published by Kodansha Advanced Media, LLC, San Francisco.

www.kodanshacomics.com

ISBN: 9781682334515 Digital Edition: 1.0.0

Translation and English-language adaptation: Frederik L. Schodt and Toren Smith

Lettering: Tom Orzechowski, Suzie Lee

Editor of the first English edition: Chris Warner/ Dark Horse Comics

Original series editor: Koichi Yuri, Junji Seki

Editor of this edition: Naoto Yasunaga, Takeshi Katsurada



WARNING: READ ME FIRST!

Readers may note that certain panels seem to have been inadvertently left unreversed or have incongruous backwards lettering. These were artistic decisions made by Mr. Shirow during the production of the mirror-imaged foreign edition of Man-Machine Interface. — Dark Horse Comics and Studio Proteus



The various situations, explanations, and concepts that appear in this book are a product of my wild imagination, a form of entertainment with no connection to reality. Take according to directions, and enjoy. Be advised that the author assumes no responsibility for any collateral damage resulting from improper use of the various constructs, fabrications, and gimmicks in the story.

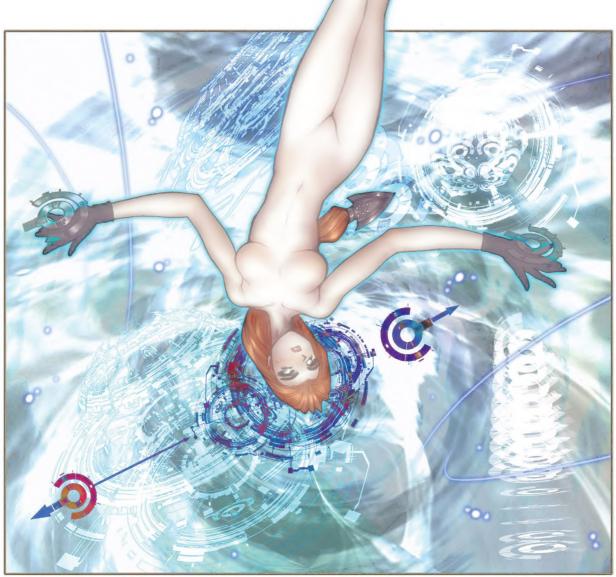
APOLOGIES AND CORRECTIONS

In the Ghost in the Shell graphic novel published in 1991, the heroine, Motoko Kusanagi, fused with a self-described "intelligent life-form" and left Section 9 of the Public Security Bureau. This story takes place approximately four years and five months later. As a result, this story is quite different from what was originally called Ghost in the Shell and featured Public Security's Section 9 (the Special Assault Force). I thought of visually differentiating the new Japanese title from the old one by merely changing the last kanji character, from one that means "military unit" to the homophonic kanji for "body" or "form" (which would shift the meaning of "mobile force" or "riot squad" to something like "mobile-unit-body-entity"), but for a variety of reasons I decided not to do so. To those readers expecting a direct continuation of the prior storyline, I apologize and beg for your understanding.

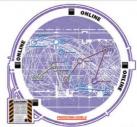
I'm sorry, folks!

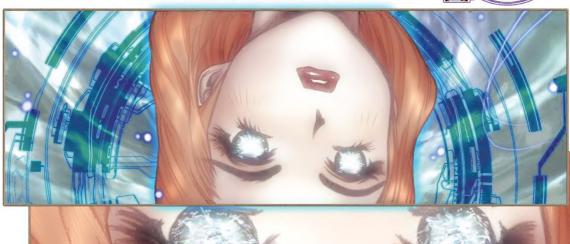
— Shirow Masamune





Motoko is a hyper-advanced cyborg—her body consists of all of her active drives; her memory of all of her active sources. These are all variable, but on a periodic basis her bio-components crave energy and sleep and remind her of her basic identity-layer. To her, the physical world and the world of information are both reality. All existence is life, destined to continue for the unforeseeable future.





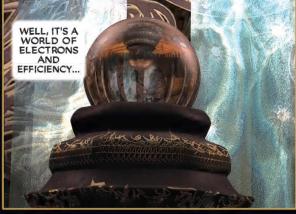




01 PROLOGUE 2035.03.06.AM05:05

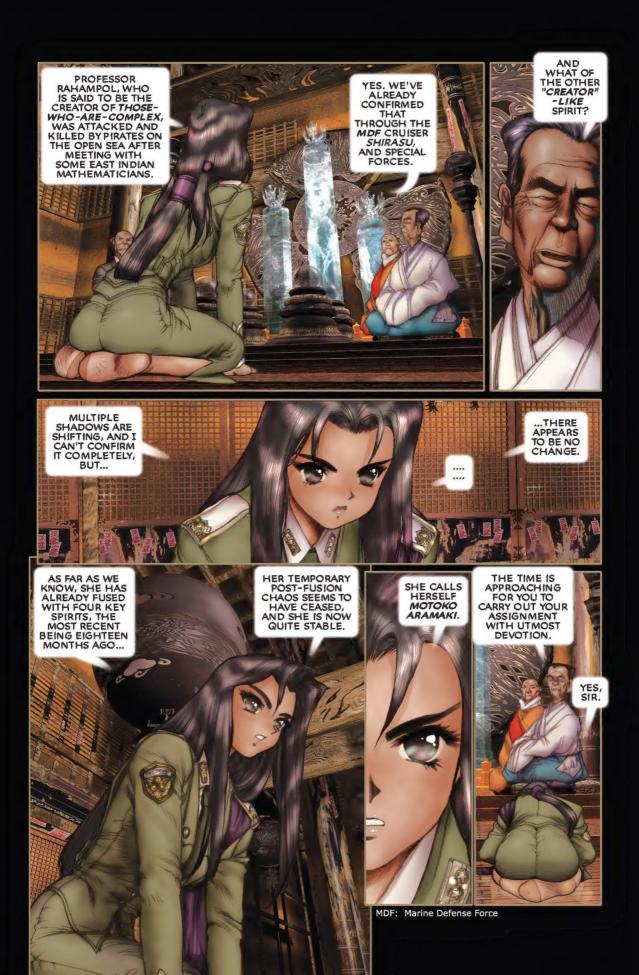
SEEMS LIKE A DOMPLEX NIVERSE JGHT TO ACTIVE, ID HOT...





"CRYSTALLIZATION" here refers to a state where complexity is no longer increasing.









It's easy to shrug off psychic phenomena as being "unscientific," but assuming the person experiencing them isn't totally faking it, it's probably more scientific to consider such experiences in psychological or neuro-physiological terms. They could, for example, be considered the result of "naturally-occurring magnetic or electrical phenomena that affect the brain," or they could be analyzed as a type of "mass hypnosis," etc. It's unscientific to laugh off poorly understood phenomena instead of trying to analyze them.

















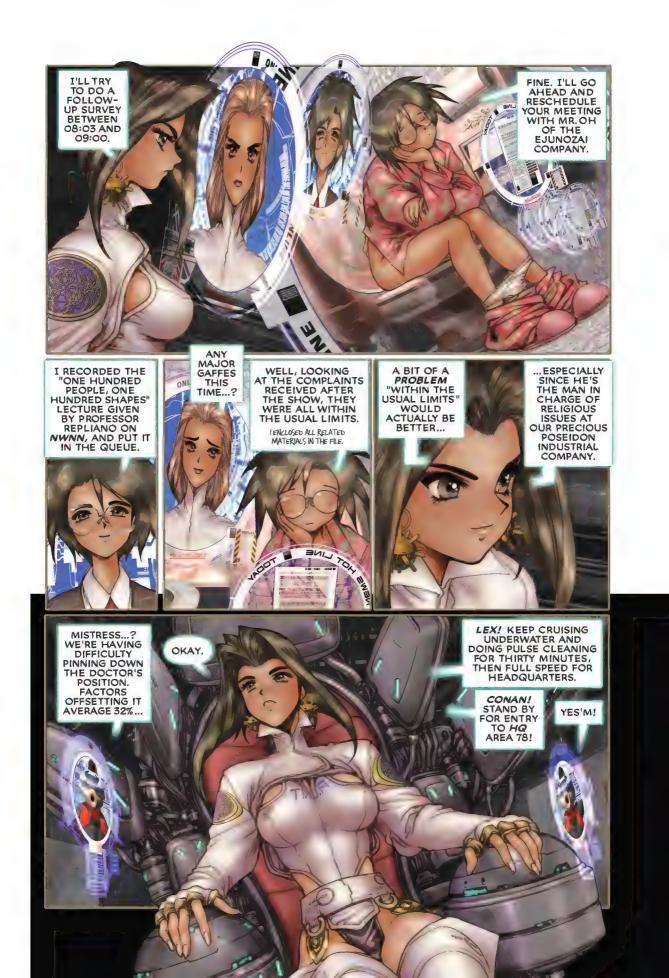




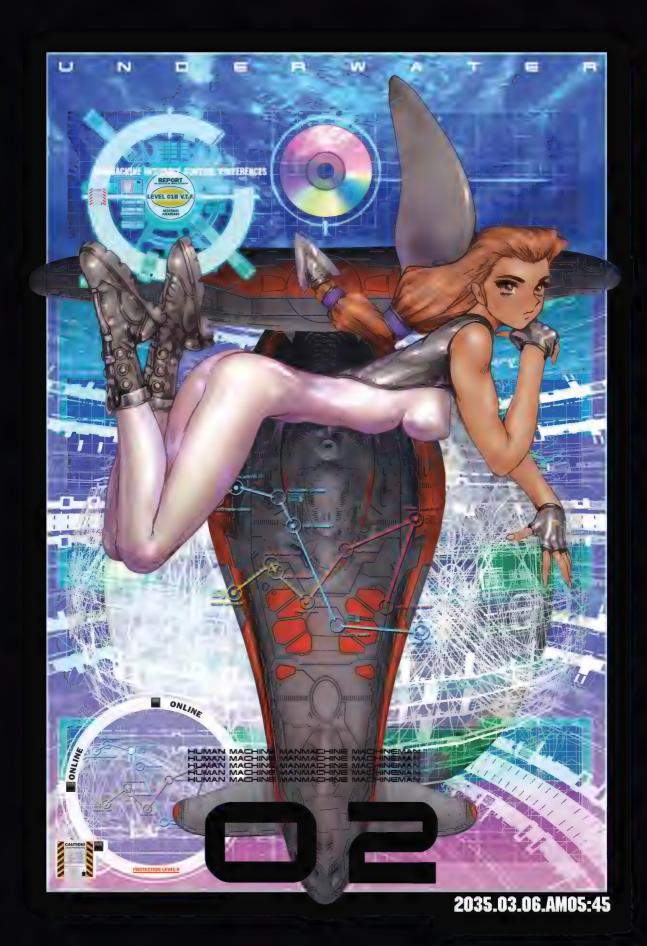
















Newer torpedoes are designed to swim out of their launch tubes, so the noise previously generated during firing by the compressed-air "blow" is no longer a problem. In this case they're also using water currents generated by the propulsion system to augment initial speed. (In other words, the launch tubes also have vectored-thrust nozzles on them.) I should also mention the reason that neither ship has bubble maskers is because I decided it wouldn't look good visually.













I know the way I drew the commando sent out from the sub seems absurd. Theoretically, I should have depicted him like other characters with a head and limbs and muscles, controlling a jet-propelled, streamlined undersea ROV (remotely operated vehicle), but that would have been boring. I know, even robots would find it rather hard to swim fast enough underwater to leave one moving sub and catch up to another...especially when wearing a life preserver! Maybe I should claim he's really inside a transparent squid-shaped ROV...or would that be pushing my luck?















Torpedoes are normally loaded automatically. Let's assume these hatches are normally used to remove torpedoes, not to load new ones. The sallorette with her hands on the hatch is doing a safety check. (Of course, these sailorettes are really stolen goods, probably designed to be on-board waitresses...or something.) It's a submarine, so no alarms are ringing even though the emergency lights are on.



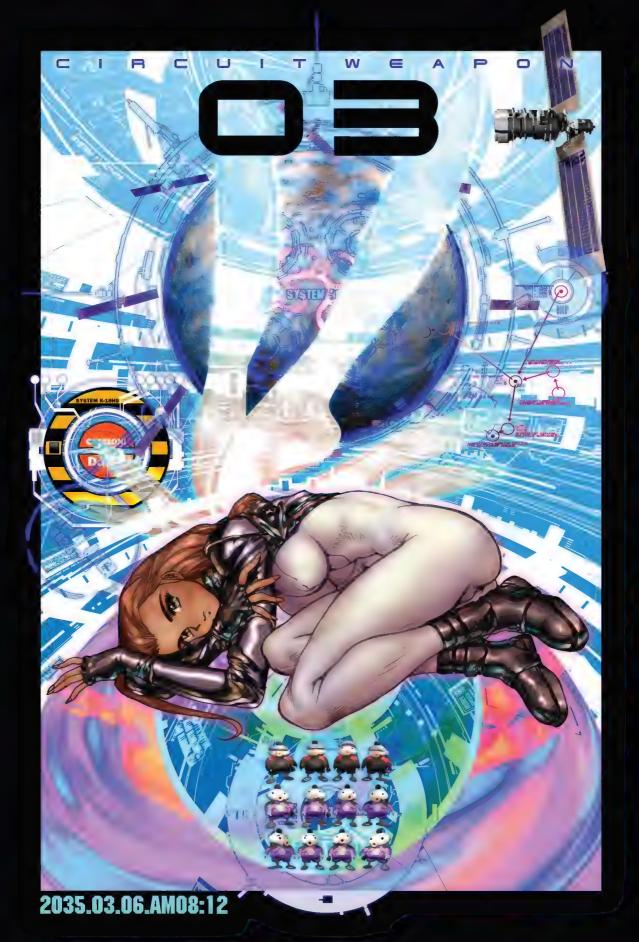


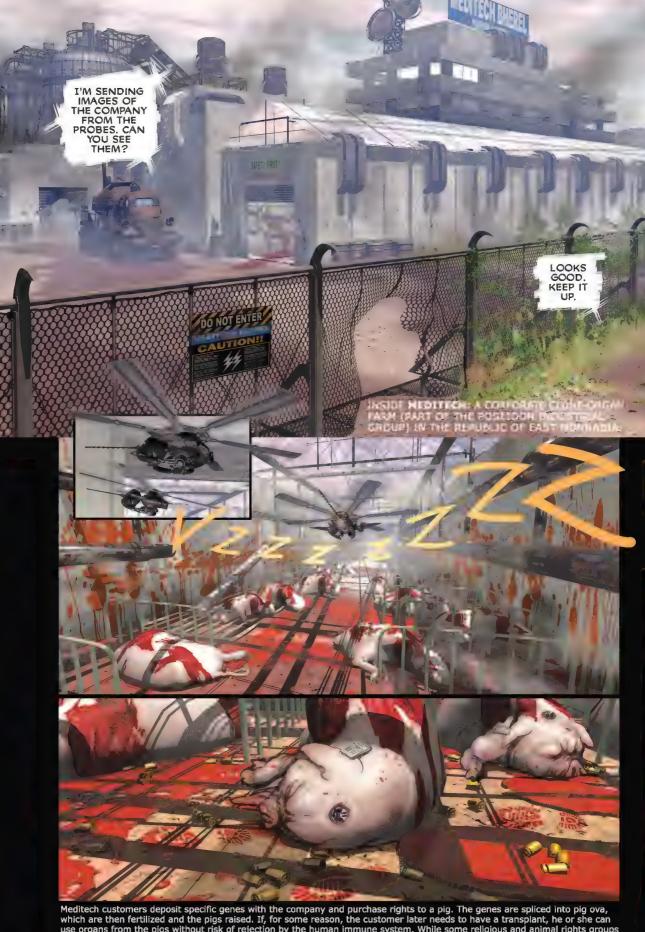




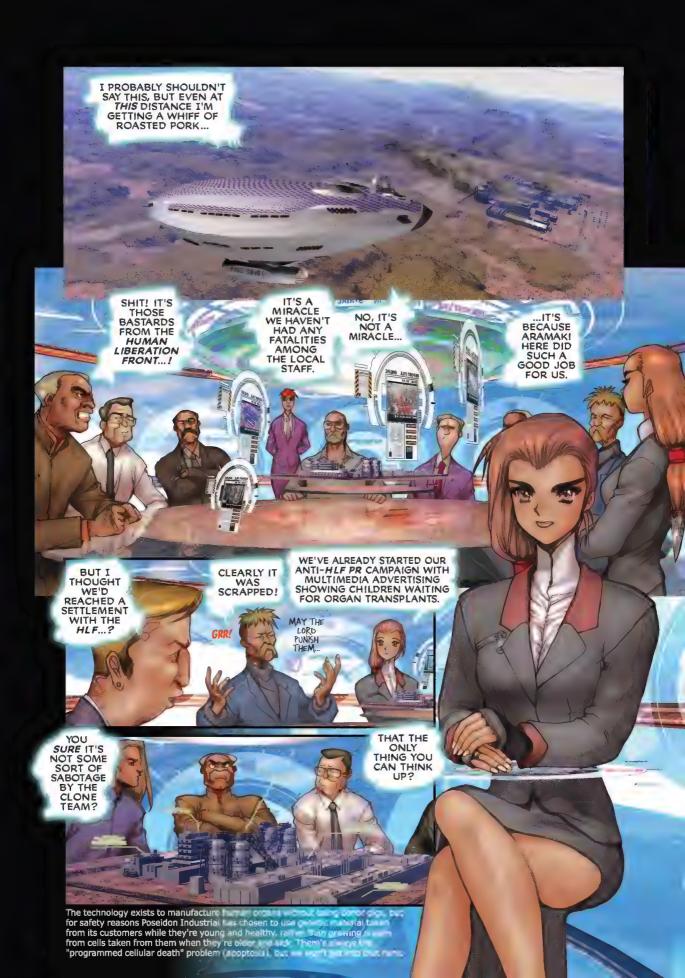
P.M.12:46 MOTOKO'S OFFICE

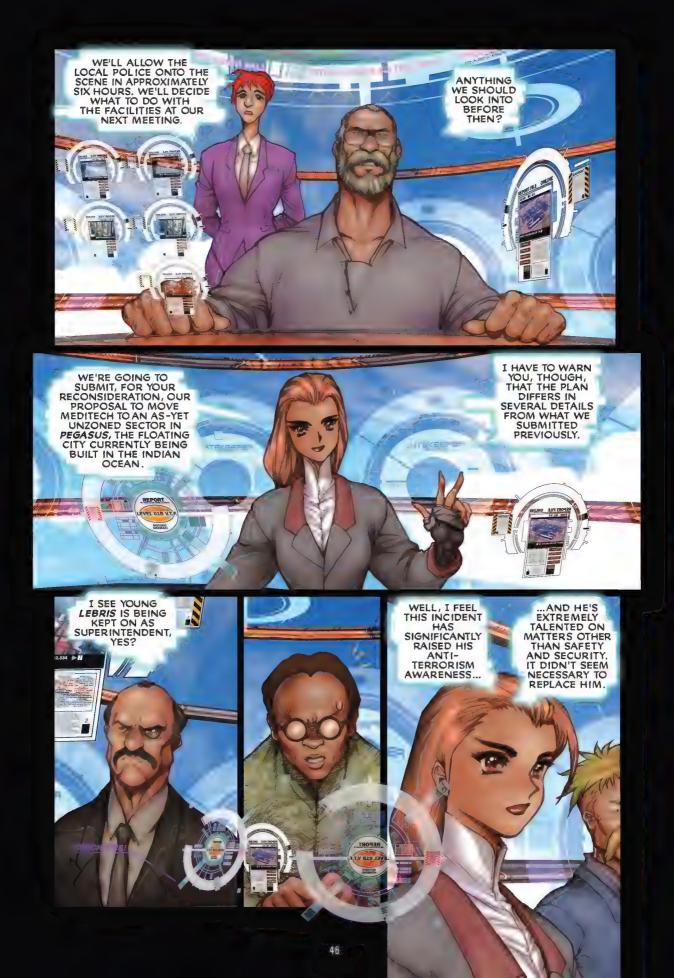


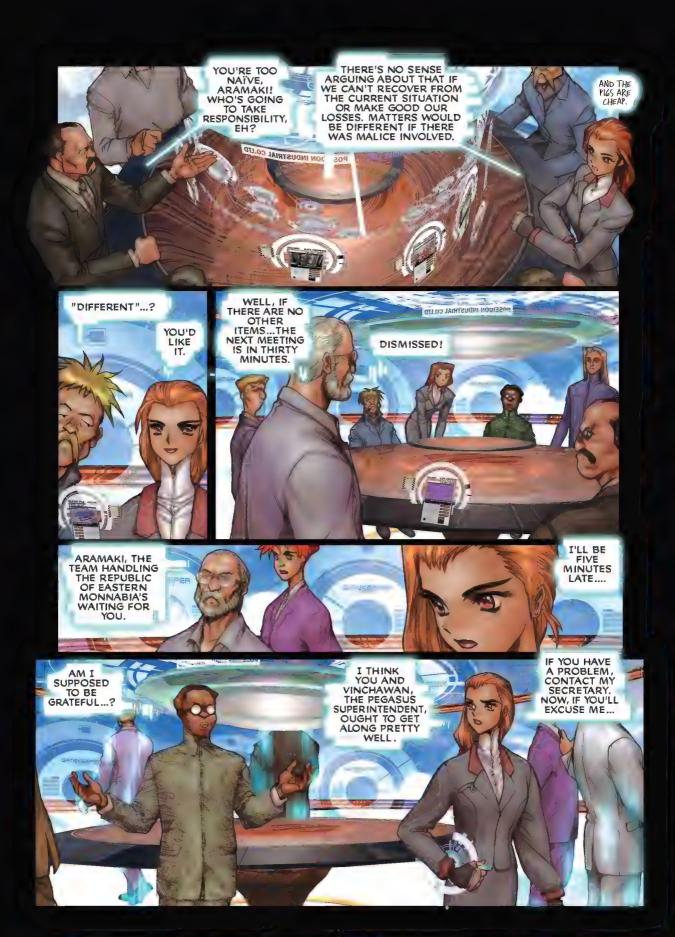




Meditech customers deposit specific genes with the company and purchase rights to a pig. The genes are spliced into pig ova, which are then fertilized and the pigs raised. If, for some reason, the customer later needs to have a transplant, he or she can use organs from the pigs without risk of rejection by the human immune system. While some religious and animal rights groups have criticized this system, it is increasingly popular with society at large and represents a huge profit growth area for Poseidon.

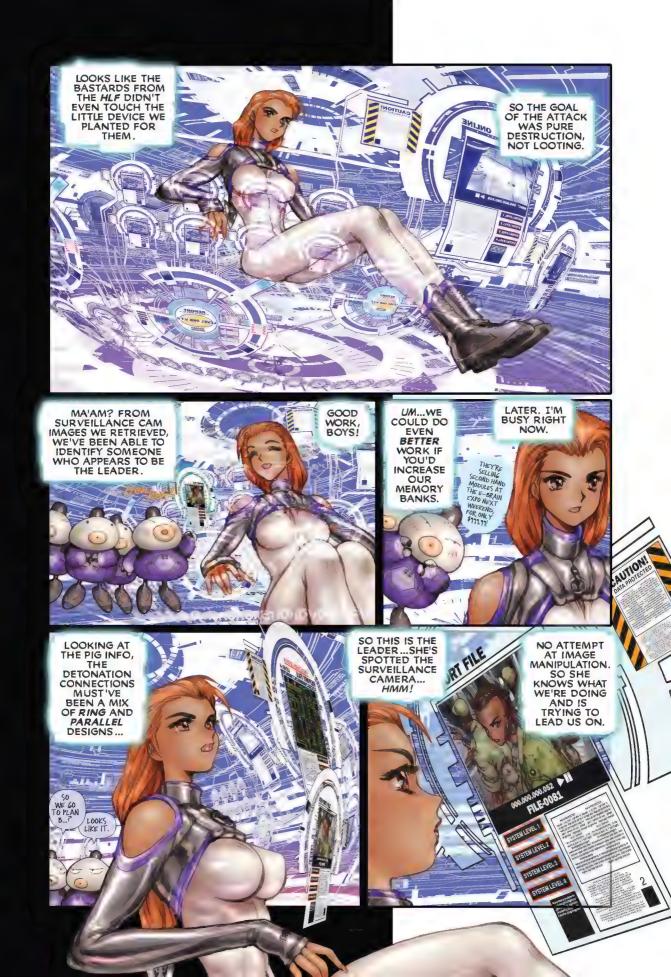


















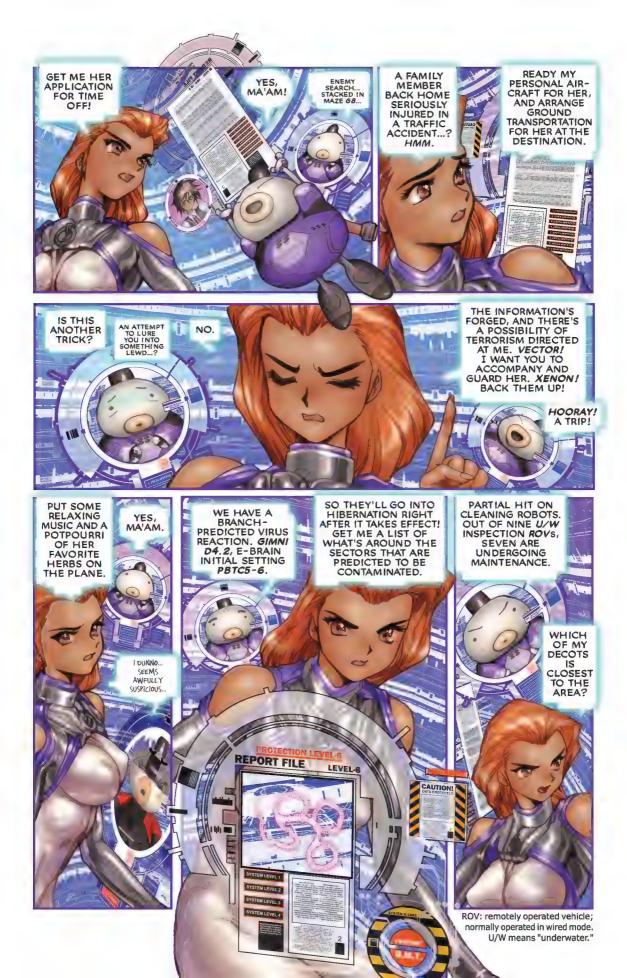




There really aren't any "data disks" like these floating in physical space. To Motoko's eyes (e-brain), it just "looks" like they are. Also, the reason her mouth isn't moving is because the conversations are all taking place at the e-brain level. In terms of timing, the enemy intervened with the satellite above the company's headquarters too soon (they should have intervened when the girl was convulsing under the neurotoxic effect of the hyperdose of ibogaine), but that's because Motoko's neural drug strategy was more effective than they expected.



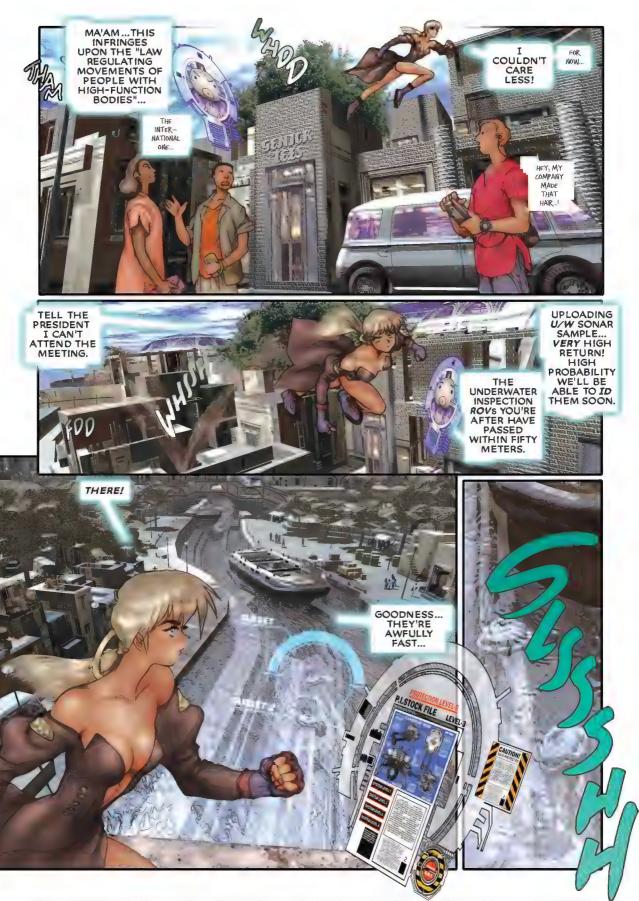








"Stealth Combo" virus: When an opponent uses antibodies to neutralize an attack barrier, they can be treated as components, combined, and then activated as a virus. Used alone they're harmless, and normally very tiny, with reproduction held to a minimum. As a result, it may be more accurate to describe them as *prions*—program fragments with "virus-like" traits.



When moving among buildings in urban areas, Motoko normally doesn't run along the edge of their roofs, because she can easily be spotted from the street. Poseidon's structures seem to be stone, but they're really made of a type of plastic, so she's actually running along the edges for safety reasons (also, if she fell through the roof she'd lose time). This time she's not really worried about being spotted from the street. She is worried about being observed by satellite, however....

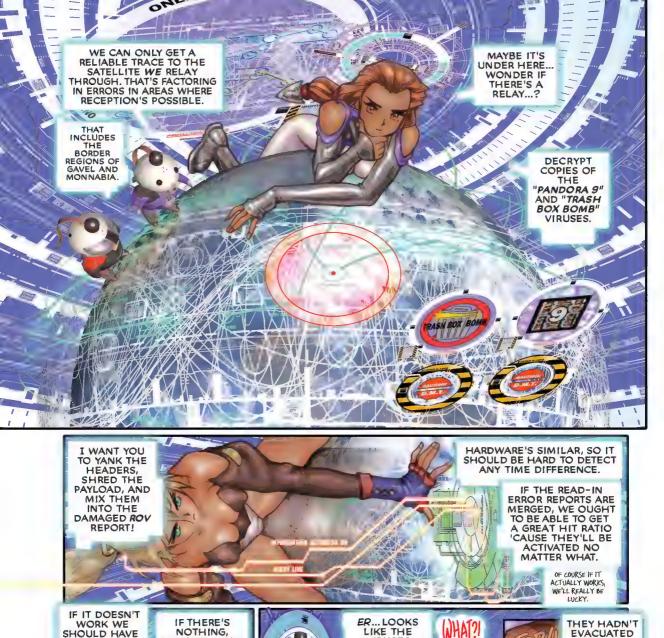
















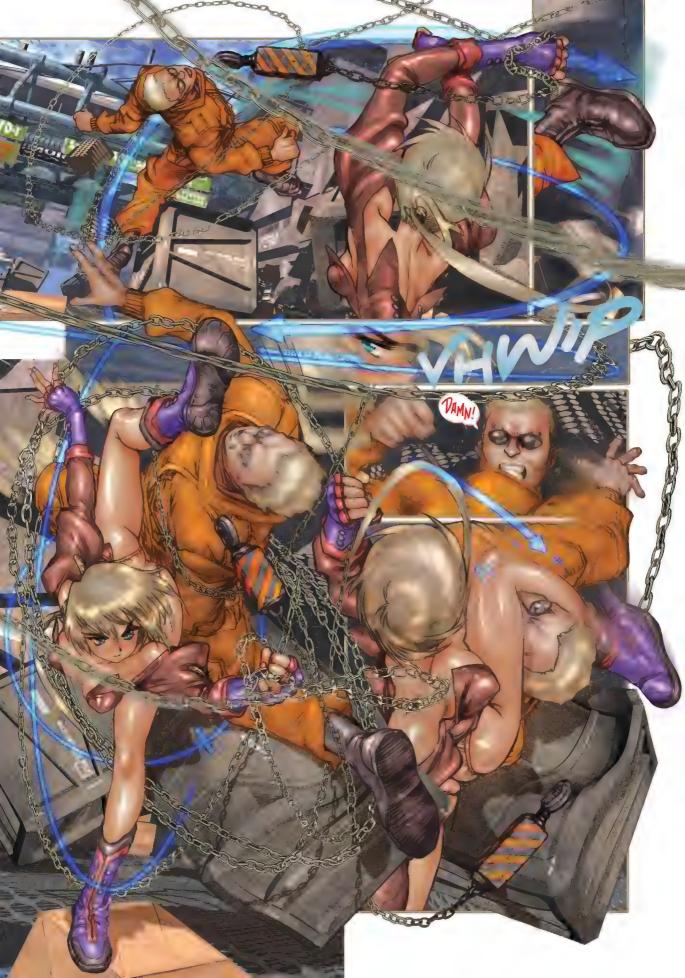
EYE-JACK: This refers to a system of hijacking the vision system of 100 randomly selected Poseidon e-brain workers and collecting information. In the case of workers that had e-brain operations done in Poseidon, "back door" access for Motoko has already been built into their initial settings and hardware. This is something Motoko incorporated at the design stage (it's one of her jobs). It's a low-cost, low-risk solution compared to doing a brand-new e-brain 'jack. It's covered under the e-brain ethics law and illegal, of course, but the chances of Motoko being discovered are nearly zero.

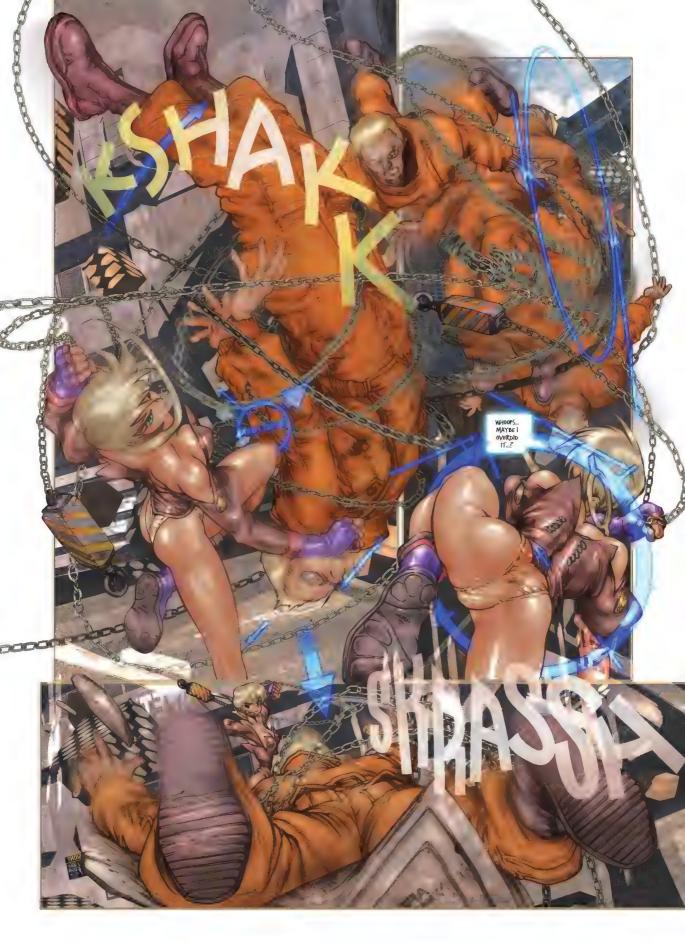








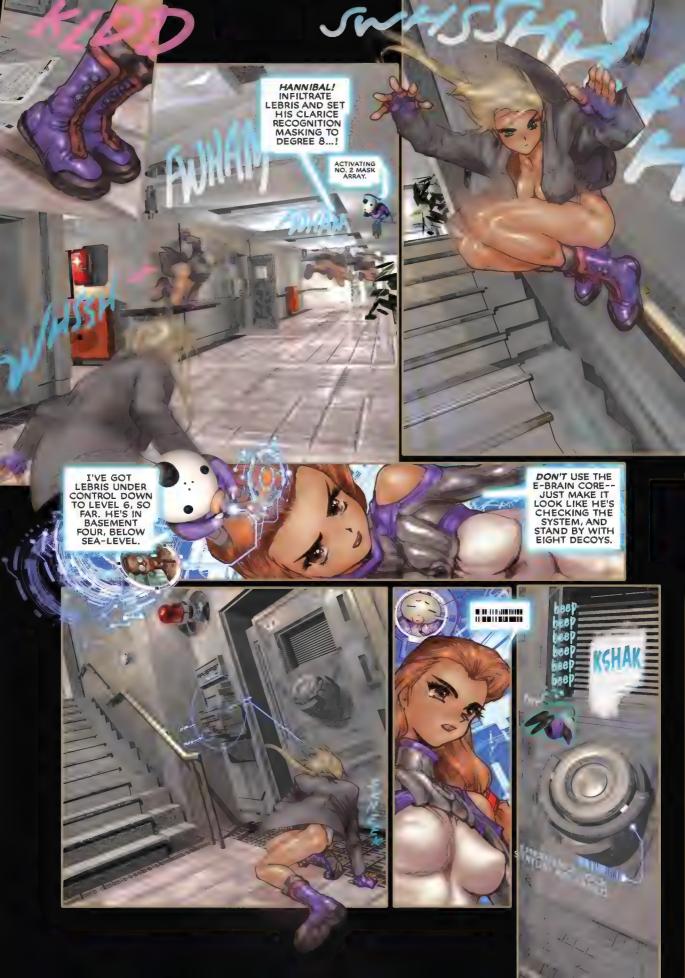










































LEVEL DE









a corporation or a factory).

NODE: An active connecting point or juncture in a network.



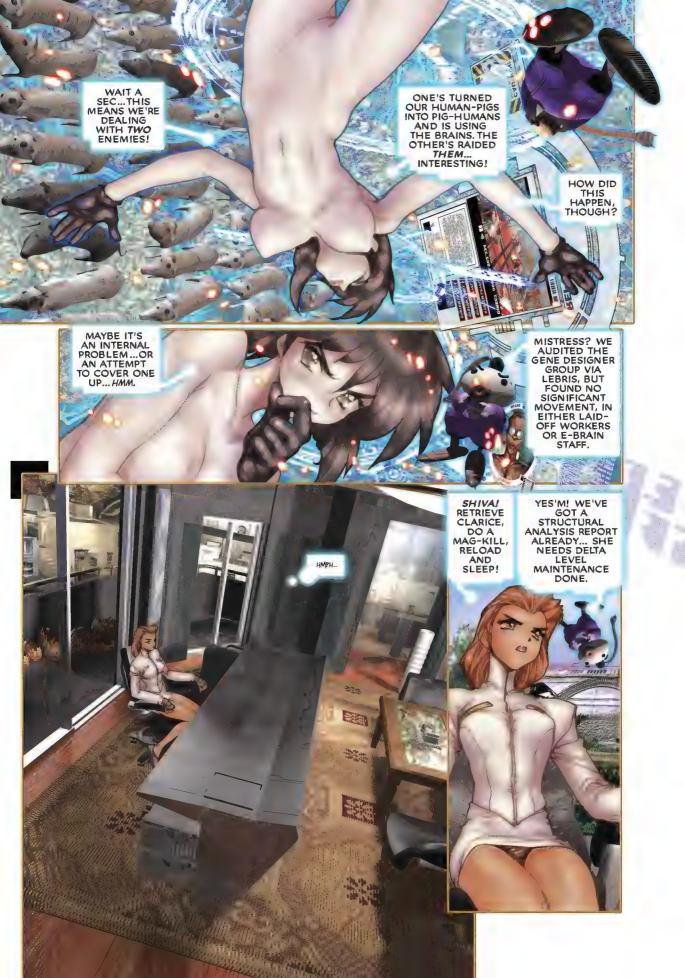








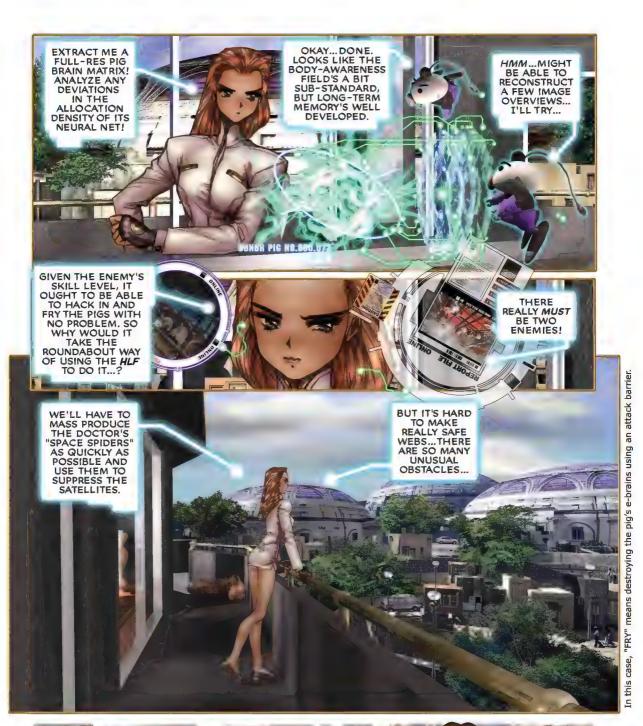














03 CIRCUIT WEAPON









SO, MR. REPLIANO...YOU'RE SAYING THAT RELIGION, OR GOD, **HAS** TO ALLOW LIFE-SCIENCE TECHNOLOGY AS IT RELATES TO BRAINS AND EMBRYOS?



IF GOD IS OMNIPOTENT, IT'S SIMPLY A LOGICAL DECISION. BESIDES, IN MOST RELIGIONS, MEDICINE HAS AN ETHICAL AND LOGICAL BASIS--

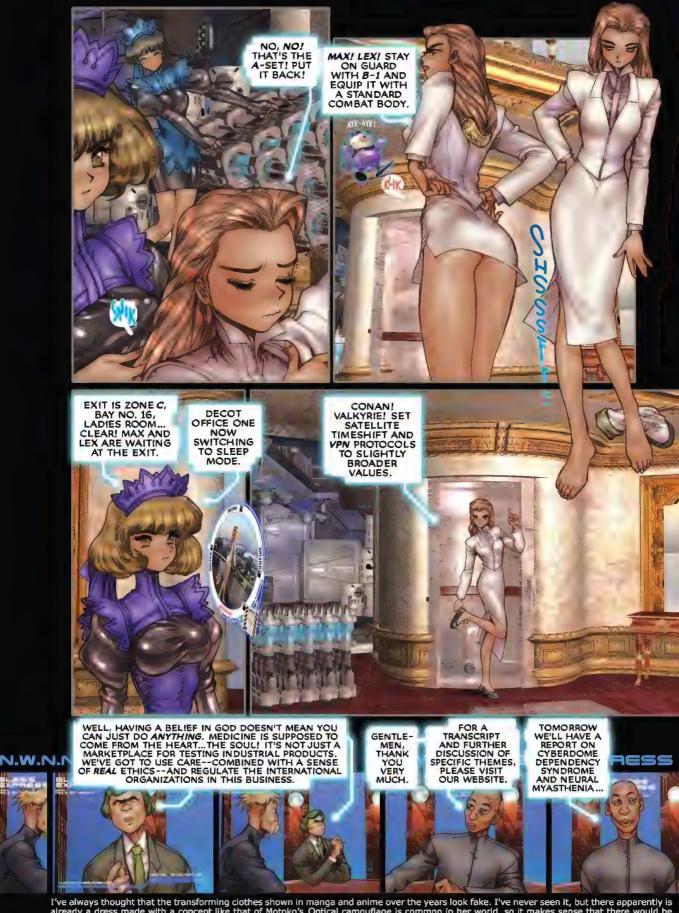
NO! I SAY WE SHOULD ABIDE BY THE PRINCIPLES OF NATURE. E-BRAINS, PROSTHETIC BODIES, AND ORGAN BANKS ARE **ALL** BLASPHEMOUS!

SO THE DYING SHOULD JUST GO AHEAD AND **DIE..**.?









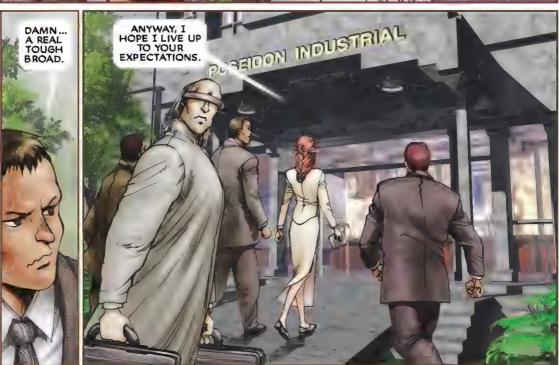
I've always thought that the transforming clothes shown in manga and anime over the years look fake. I've never seen it, but there apparently is already a dress made with a concept like that of Motoko's. Optical camouflage is common in her world, so it makes sense that there would be clothes that could change pattern, or have exceptional elasticity, or even shape-memory functions, right? After all, Motoko never knows when she's going to have to fight someone or run for it, so these are highly appreciated features. Now, don't tell me she doesn't have to be wearing a micro-mini, and that her dress could always be much longer and be "highly elastic" instead...!















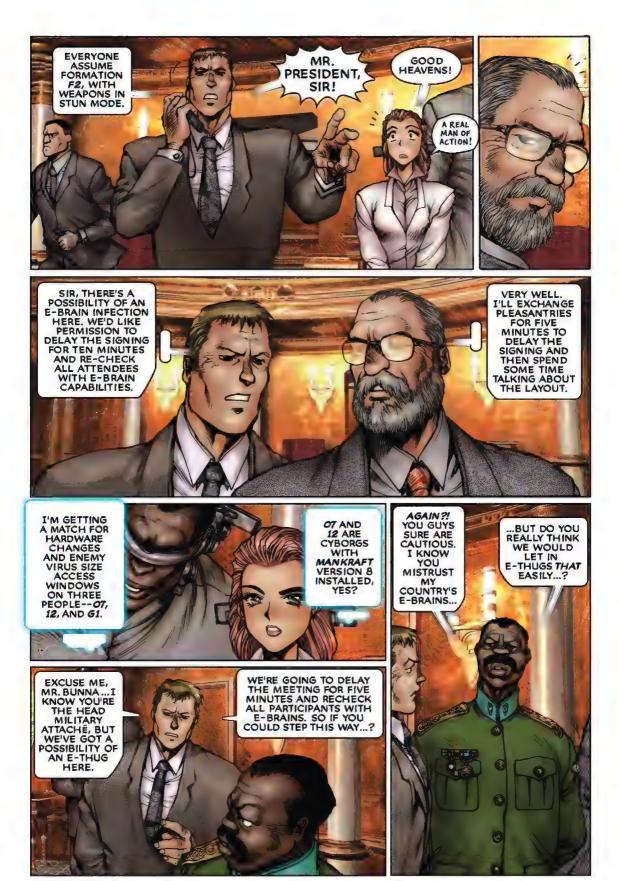








Simply scrambling the interpreting could create an interesting disruption. In this case, however, every person's capable of interpreting and they're constantly checking what others are saying, so scrambling one person's speech wouldn't affect the entire meeting. The building's heavily guarded, so just tossing a bomb isn't going to work, either. The only way to disrupt a meeting like this is to plant a saboteur on the inside. Beyond the actual targets, the virus in question here creates lots of collateral casualties on the periphery.



MANKRAFT V8: This famous brand of combat software emphasizes martial arts using simple weapons such as knives, sticks, etc. In this fictional world U.S. army cyborgs officially use it, and apparently the East Monnabla SP do, too. Version 8 onward supports grenade tossing, but there have been an increasing number of physical problems with finger and arm-joint hyperextensions.





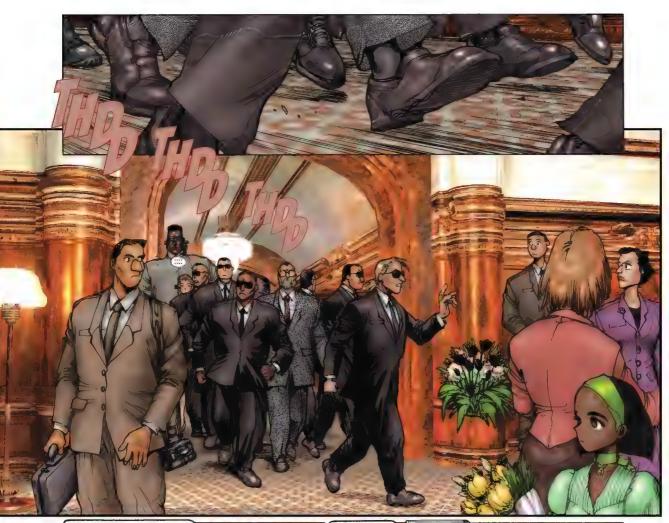






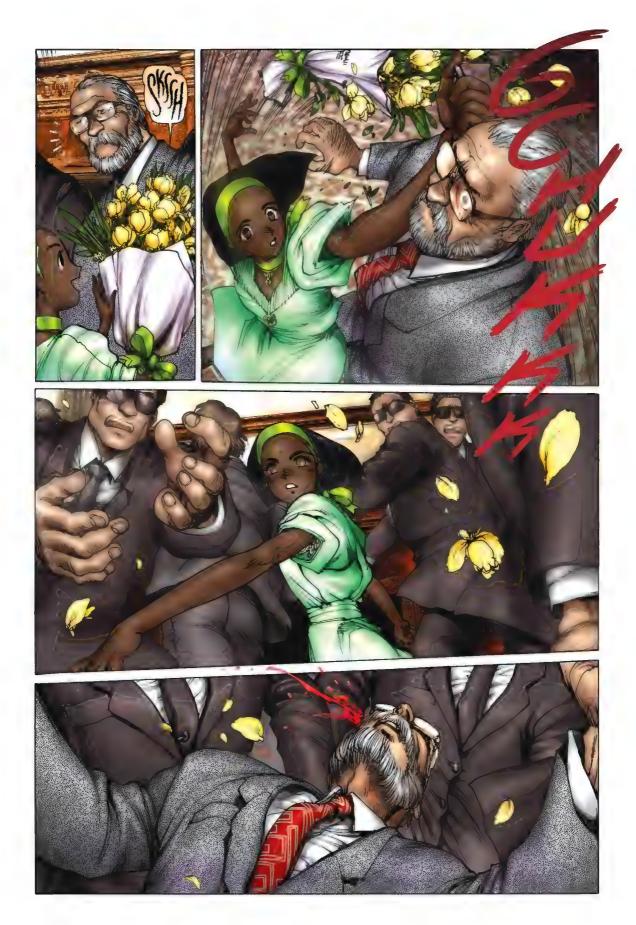


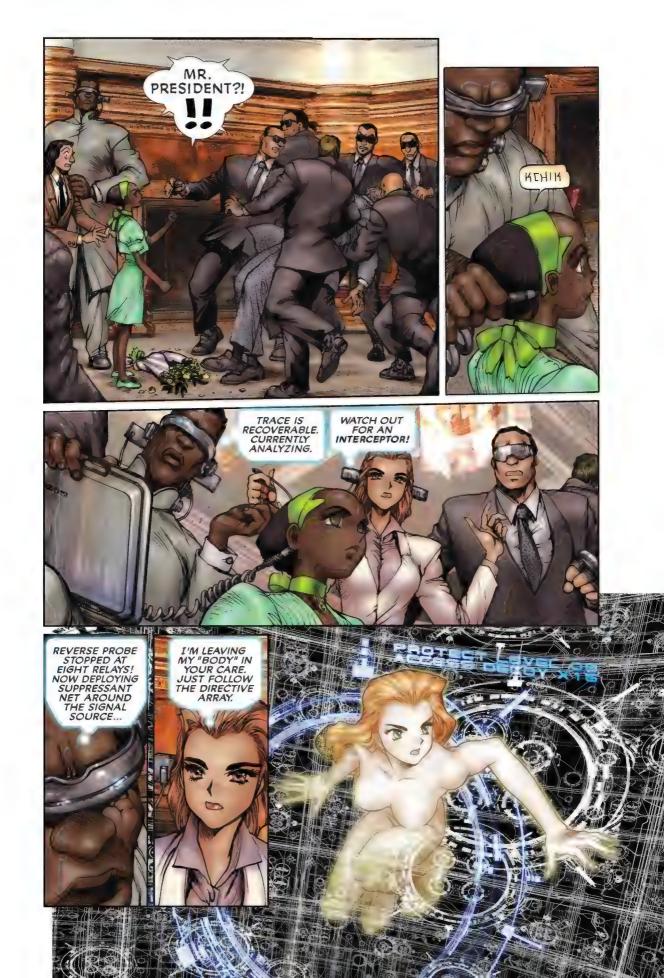


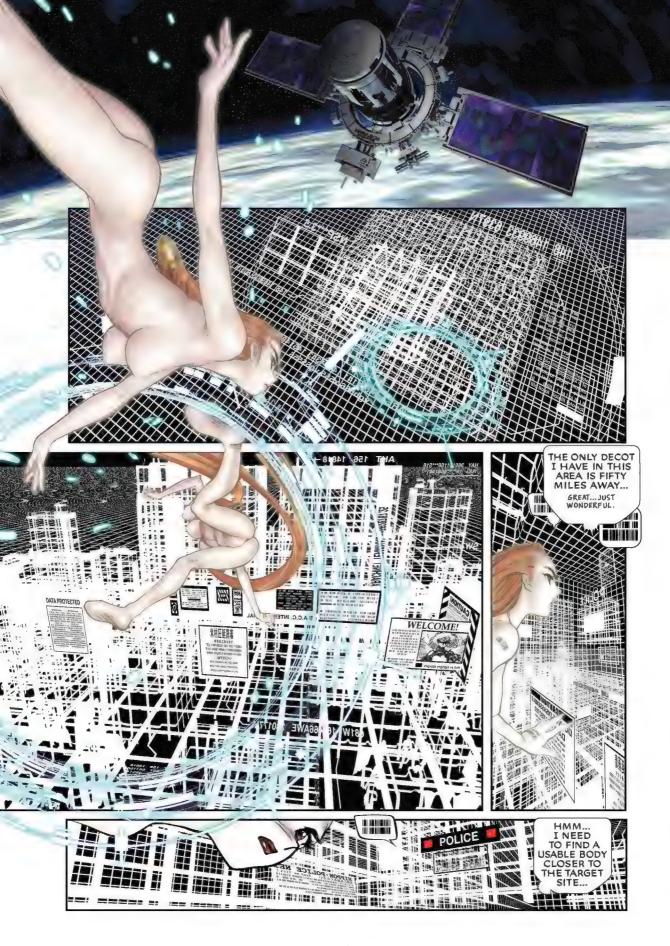


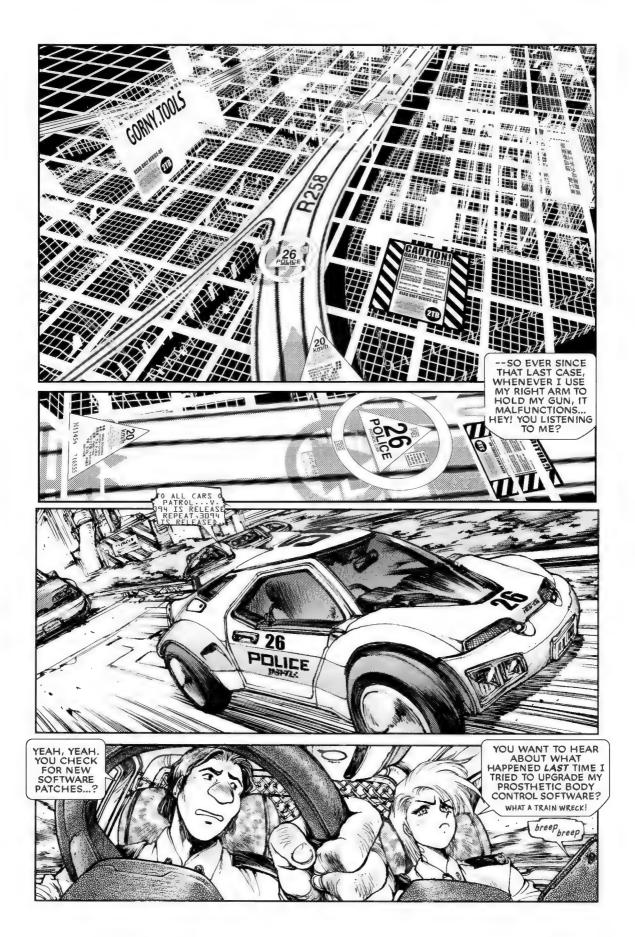










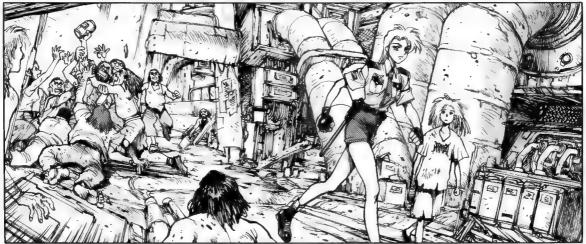






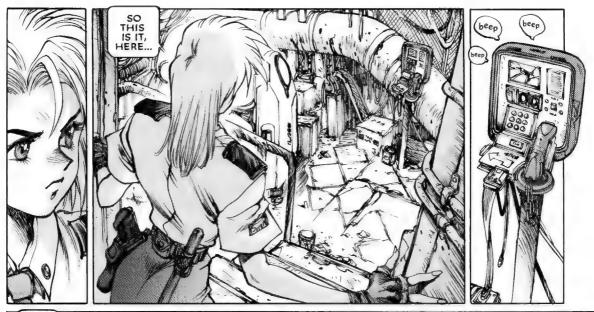
What? No solar panels on the outside of an electric car? You say some even already have 'em? Well, I suppose even a "water car" with fuel cells that electronically break down water to gain hydrogen could use them. Hmm...got to give some more thought to the external texturing of my near-future cars....

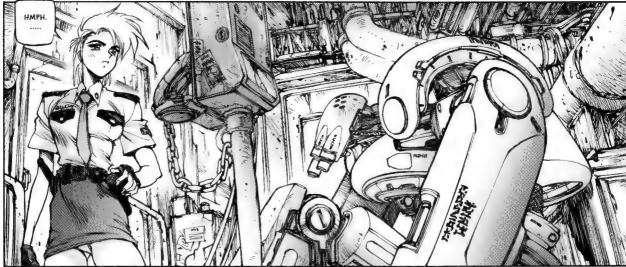




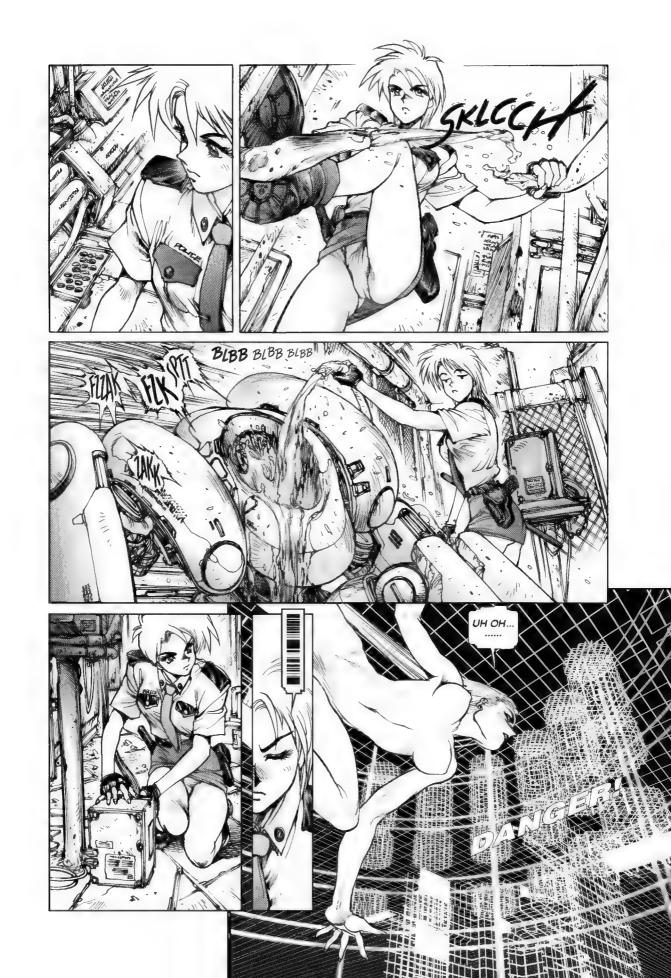


In recent years the media's been talking about a "digital divide," the gap growing between those who can and do use computers and those who can't or won't (ah, you say you know all about this?). But there's another type of digital divide, and that revolves around electronic information; information that has or hasn't been digitized. In this context we've got to be extra careful when people start tossing around terms like "I.T." and watch out for malignant, misleading, and downright false information, not to mention viruses!





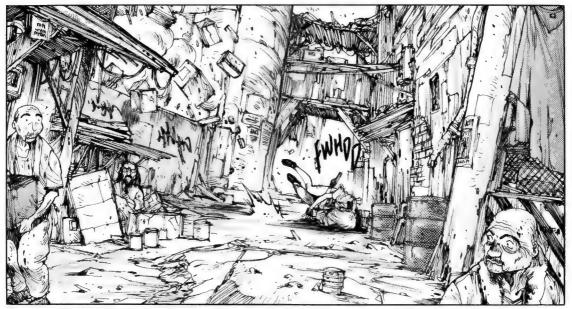














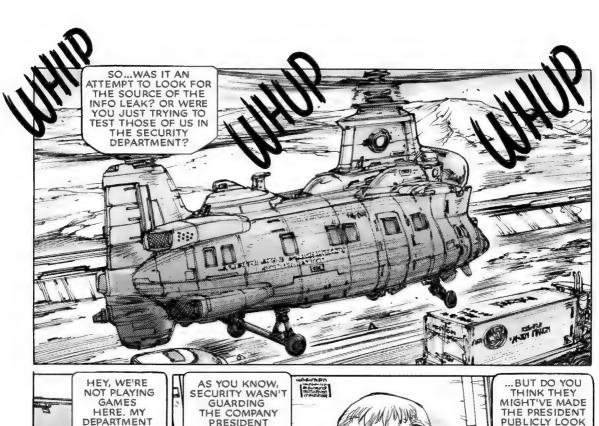




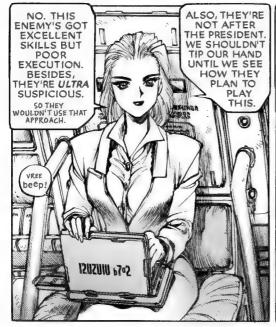
Since this is a comic I couldn't depict the movements right, but the guys (or gals) wearing protector suits feel like they're half-covered in a fungus like "athlete's foot," and their movements feel "hiccupy." VIPs wearing bulletproof vests also have similar problems, apparently.













NO, WE NEED TO CONFIRM THE DEGREE OF SECURITY SYSTEM EROSION, CONCENTRATE ON OUR OWN CORE DEFENSES, AND COMPENSATE FOR OUR LATE START IN ALL THIS. THE ATTACK ON THE PRESIDENT WAS BAIT PUT OUT FOR US





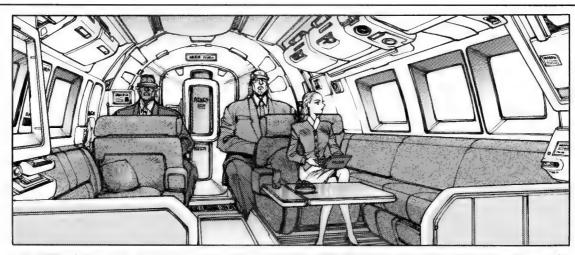


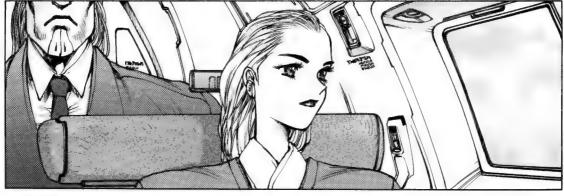
GIMNY 30: Name of a prosthetic body control software. "30" indicates it's the fiscal 2030 version.



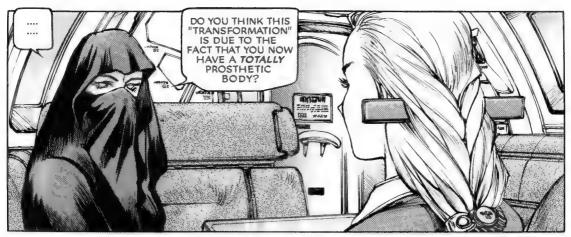
This book was originally published in 2001, which the Japanese government declared the "First Year of the I.T. Era." While a tad slow out of the gate, they're apparently going to promote digitalization and English education. Of course, if we're really going to promote this in our rapidly aging society, we'd probably be better off investing in R&D for multi-language translation software (as they're apparently doing at the U.N.) or subsidizing R&D on super-simple user interfaces...but are we doing so? Or doing enough? Or even getting any results?

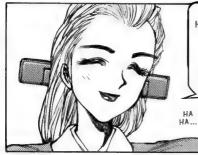












WELL, SOMETHING
HAD ALREADY STARTED
HAPPENING... EITHER
WHEN I GOT A
PROSTHETIC BODY,
RECEIVED GENERAL
ANESTHESIA, WAS IN
A TRAFFIC ACCIDENT,
OR WHEN I WAS
E-BRAINED YEARS
AGO.



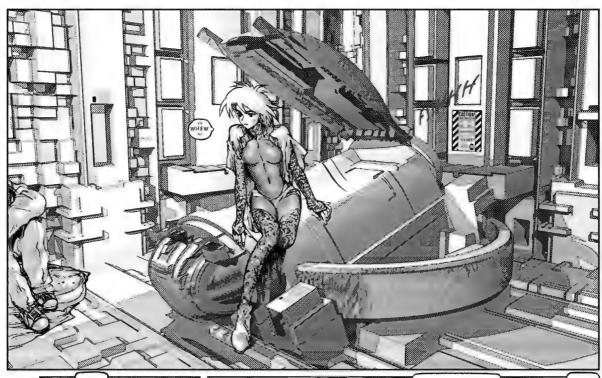


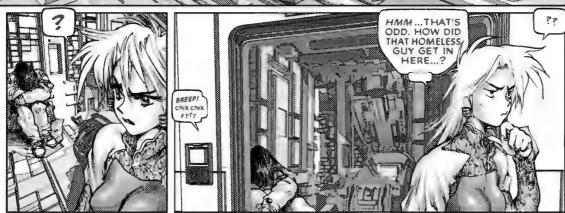


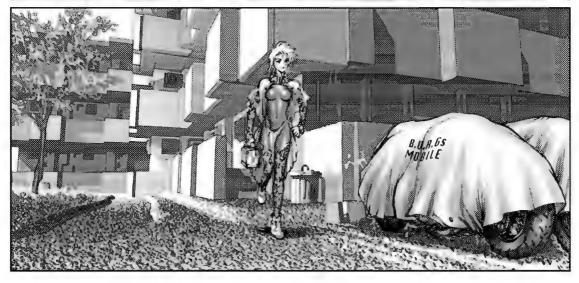




TPE: Code for Chiang Kai-Shek Airport in Taiwan.









"Scattering" in this case refers to a scattering of radio waves coming in via satellite.

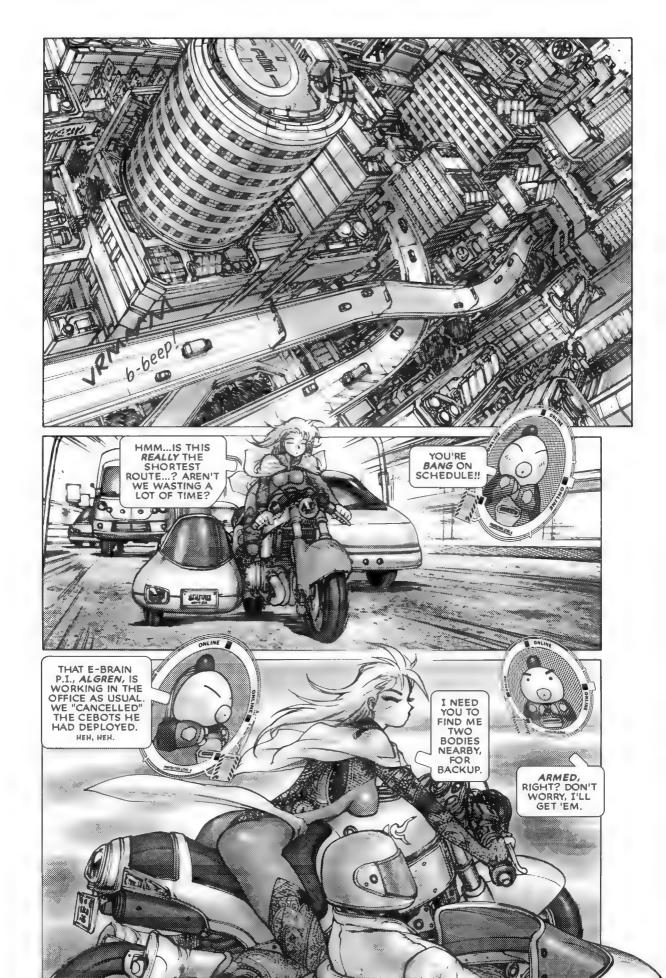


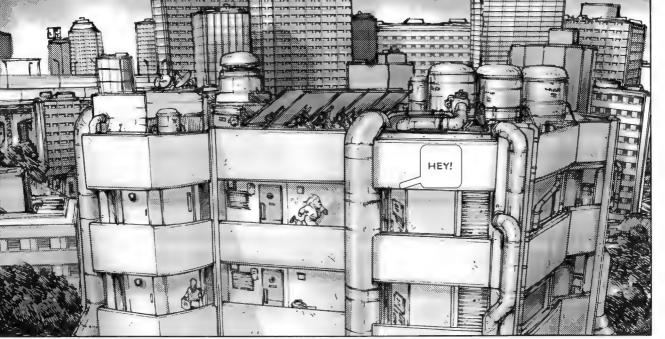
I don't really know if internal combustion engines will still be around by the time of this story, but I decided to draw them because they're easier to understand than silent electric engines. One selling point for electric vehicles is that they're quieter, but it seems to me that it'd be dangerous for them to be completely silent, especially in the city. Perhaps I'm worrying too much? The details on the bikes don't have much connection to reality. Forgive me, bike lovers!

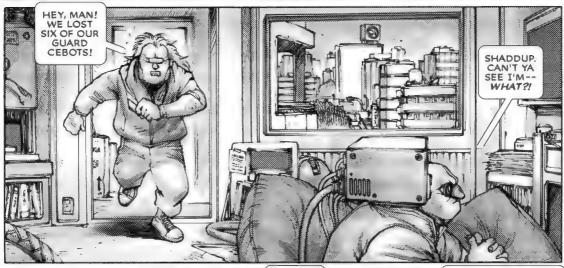




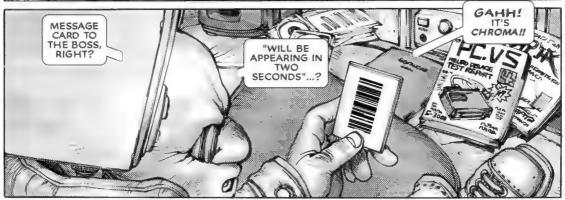
To improve the security of computers, the easiest thing is to *not* connect them to a network. But that's not a very good solution for most people, because they can't afford *not* to connect. In the near future we'll probably be inundated by networked household appliances, or I.T. appliances, and we'll need really good anti-virus strategies for them. Those who have appliances with heating elements or lots of family information stored in them will have to be especially careful. Somehow it scares me to think of card-keys and fingerprint readers being used on my front door. So get to work, all you experts out there, I'm depending on you! (And how about running a network over the existing electrical wiring in a home? Does it really work? Is it safe?)







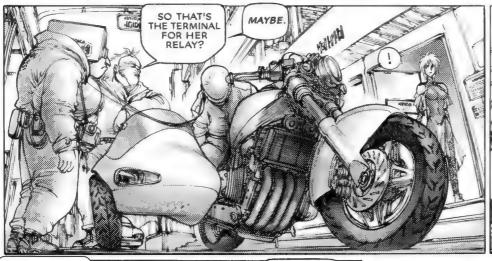








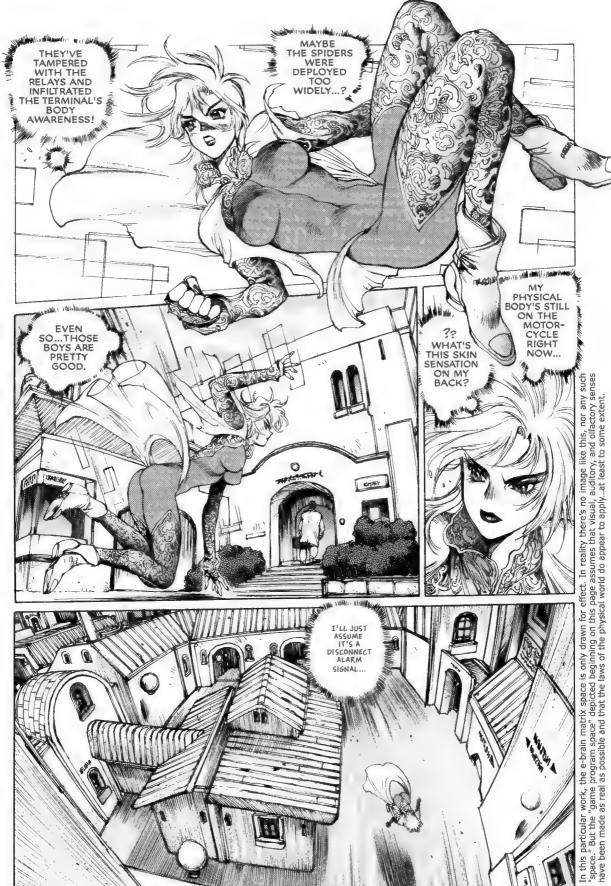






















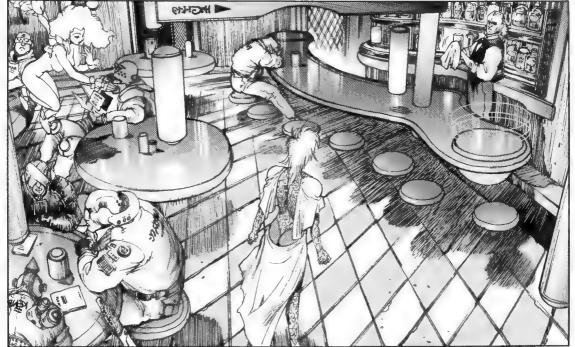
WE'VE BEEN WAITING FOR YOU, MS. CHROMA!

Rivanodrome)

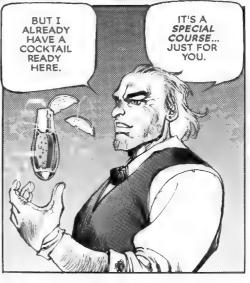
PLEASE ENTER
AND TAKE A
SEAT AT THE
BAR.



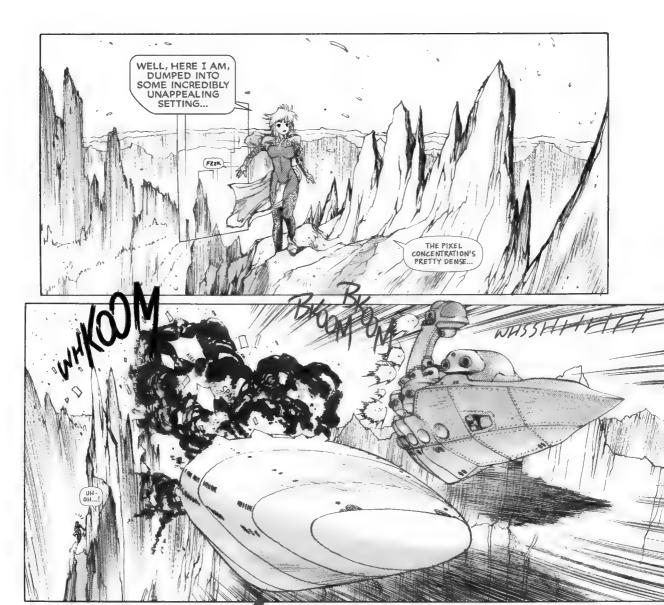
THE PEOPLE HERE ARE SOME OF THE OTHER GAME PLAYERS (OR PROGRAMMERS), BUT IT'S IMPOSSIBLE TO TELL WHICH.







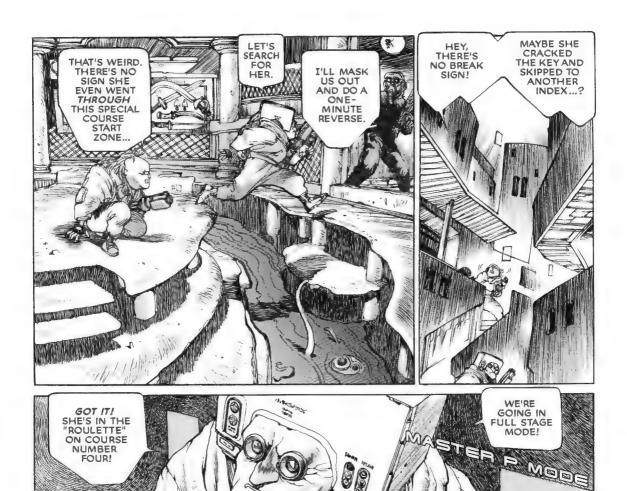






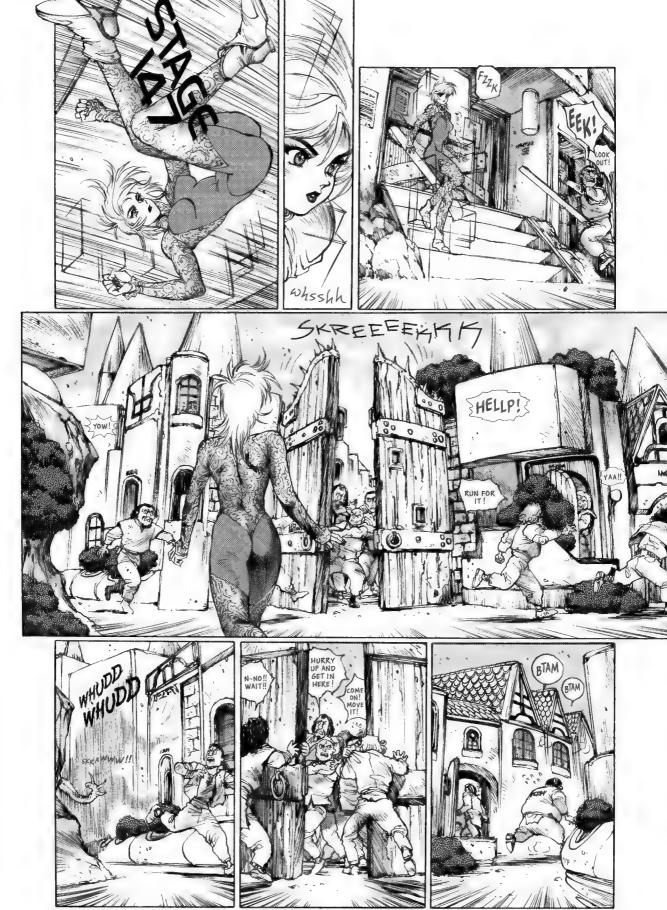


It's not clear here whether this is a scene from an RPG or a shooting game.



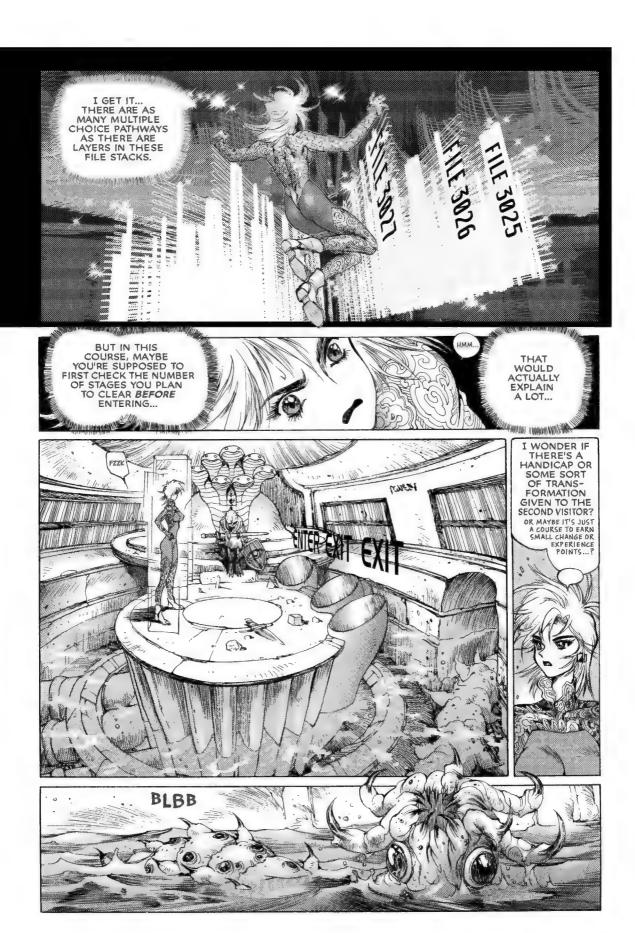




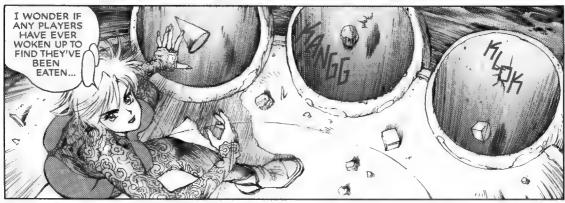


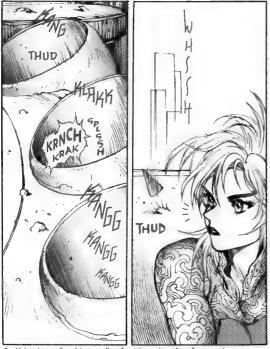
If you were the one who entered this stage instead of Chroma, what action would you take next? Choose from among the following: (1) Remain where you are for some reason or because you don't know what to do. (2) Go right for some reason. (3) Go straight for some reason. (4) Go left for some reason. (Note that left is the direction taken in the fifth panel, right is the seventh panel.) If you had only five seconds to decide, what would you do?

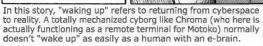


















Motoko has apparently been processing the signals coming from her leg and deceiving her own senses to think that her right leg is really a cylinder. By doing so, in cyberspace her leg has the sensation (visual and tactile) that it is a cylinder, but in reality, as shown in the above panel, it's of course just functioning as a leg, and is perceived as such. This gives her a quick way to tell if she is in fact in "reality" and not simply another iteration of cyberspace. (Doesn't sound very believable, does it...?)





























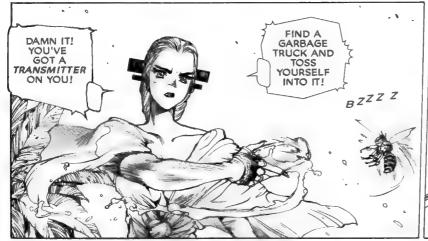


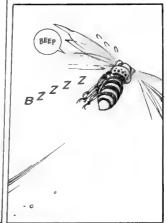


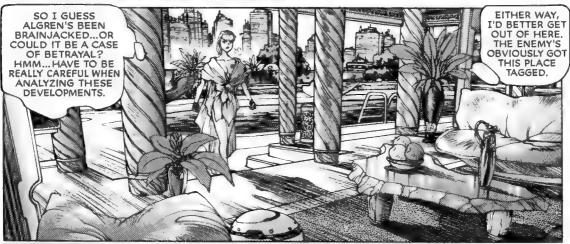


















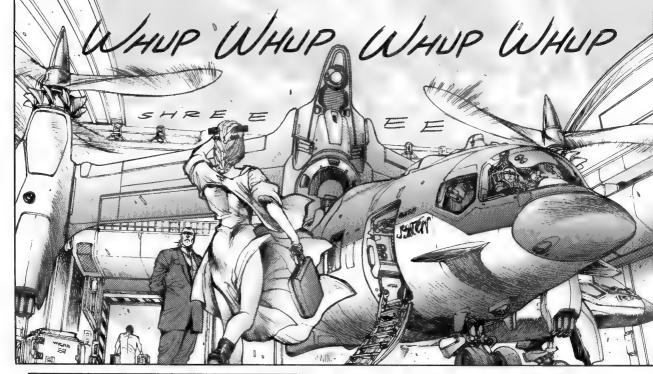




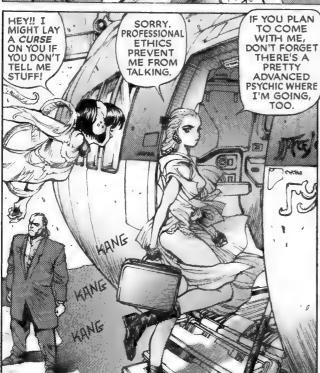
Channeling Agency: A secret organ of the State. Normally it helps suppress the scale of earthquakes and other disasters with feng shui, etc., or it is employed to psychically back up meetings with foreign VIPs. Among those who know of its existence, it's regarded as a very questionable agency....







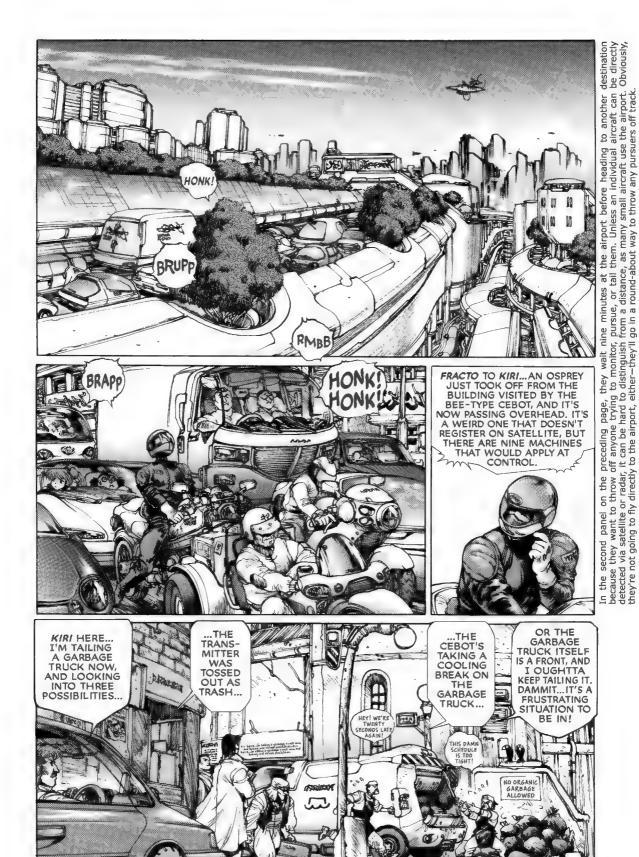






The aircraft shown here is not actually a helicopter, but a tilt-rotor. In our story it's used for business and public service missions much more commonly than light aircraft or helicopters. At least that's the idea...





A cebot is a "centimeter class" robot. It's usually anything from one to ten centimeters. As in the case of Motoko's bumblebee, many cebots are built to look like insects. Cebots are used to eliminate insect pests or clean sewers and usually operate in swarms (aka "insectrons"). Cebots are a product of nanotechnology, but they're too big to be referred to as nanomachines or micromachines.

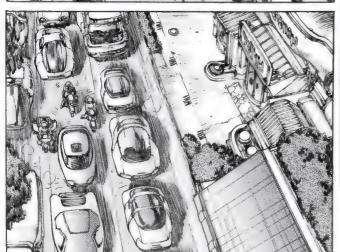




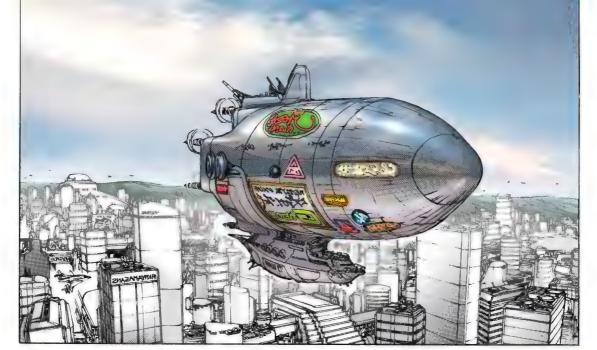


















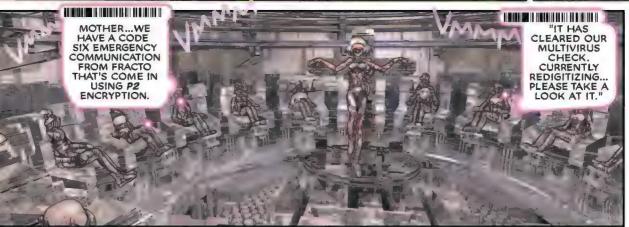


...BUT I'M MORE
CONCERNED
THAT WE DON'T
KNOW WHICH
"LAMB" THE
ENEMY TOOK
THAT "THING"
FROM. BETTER
UPDATE ALL
OUR WARNING
MINES...





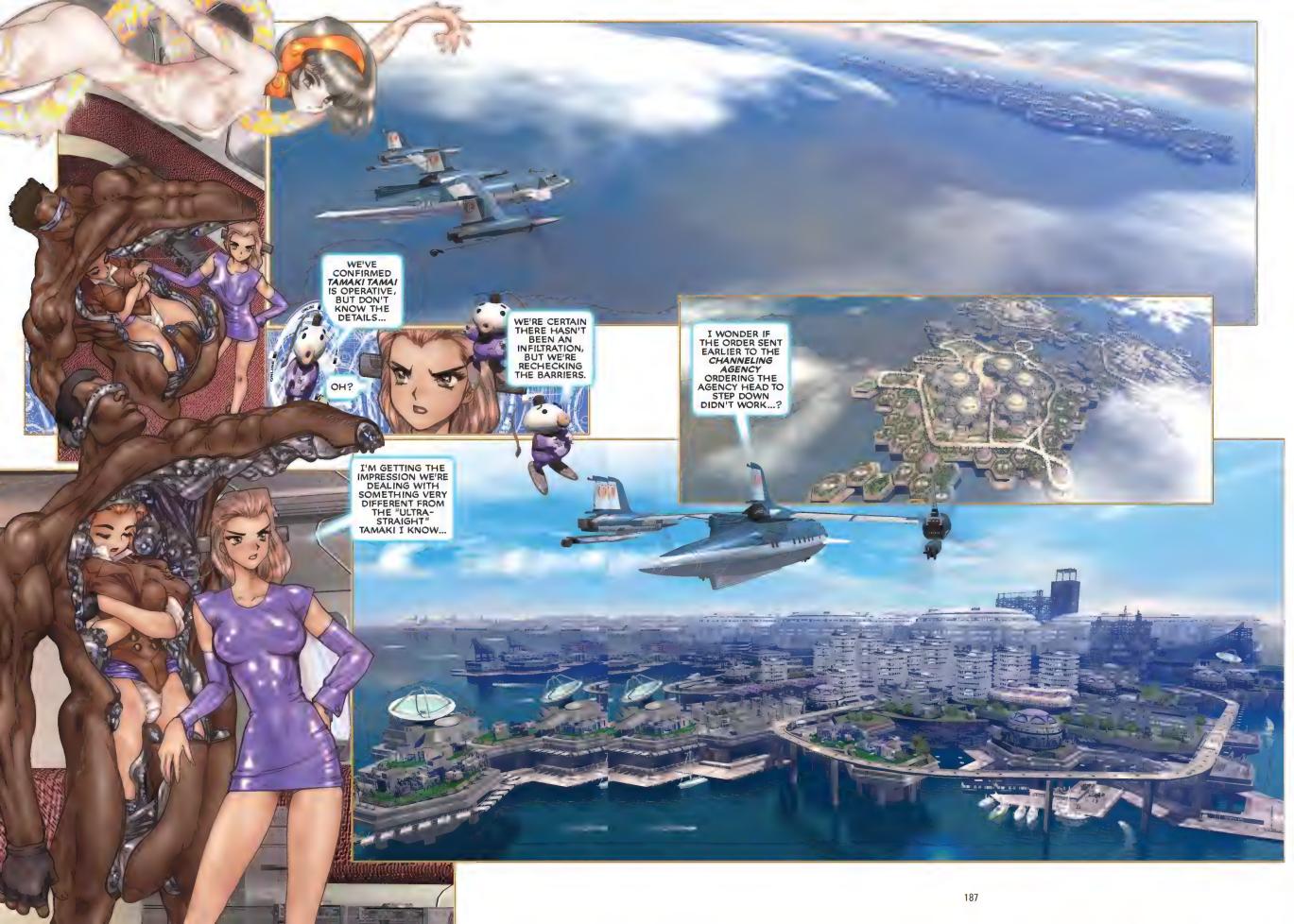


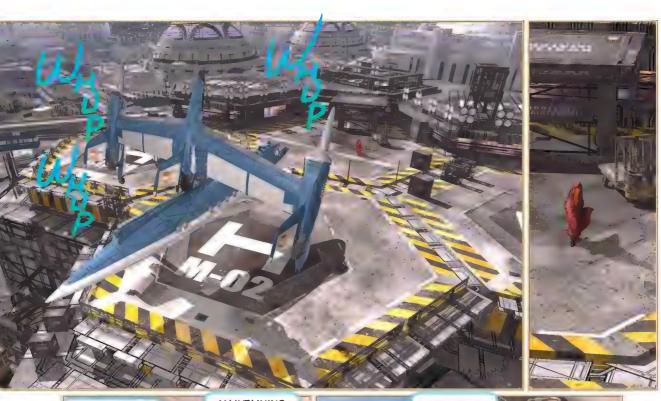






2035.03.06.PM01.54





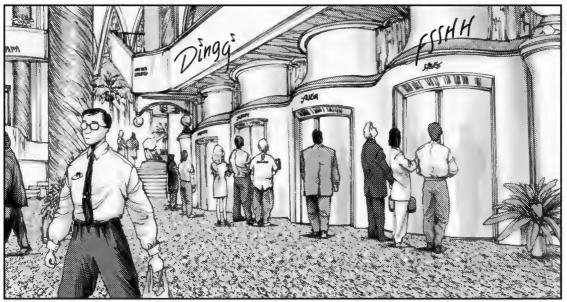


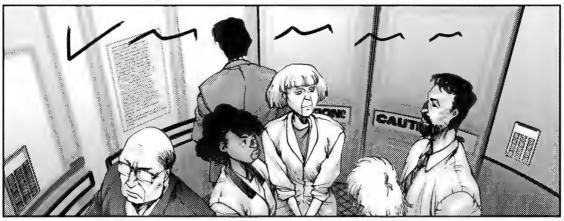
DECATONCALE: Name of a special supercomputer in this story. Only three such systems exist on the planet. ARACNOSAT: Name of an optical satellite network system. Uses redundant communications lines to ensure throughput.





























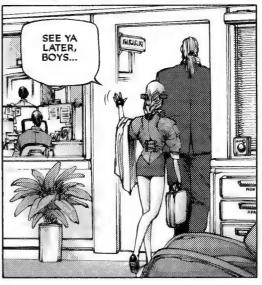














EYE-PULL: This isn't the name of a high tech device, but a technique such a magician might use. Sort of like a feint in martial arts. It requires using movements or elements that attract attention (in a properly timed fashion), and help to direct attention and short term memory in a specific way. In this case maybe we could call it "sleight of leg."



I've heard about the U.S. army's plans to use more fully equipped infantry and streamline and speed up their mobile armored forces (don't forget to reform the navy and the forces stationed in Japan while you're at it!). Of course, that's mainly for combat operations in different overseas environments, but as I mentioned before, Japan's military could use some major modernizing, too! The navy and the maritime safety agency, in particular, seem to be handicapped by too many concepts that date back to World War II, if you ask me. And you think the current army can really respond to a guerrilla action in an urban environment? That stated, I'd hate to see any swap made that involved the withdrawal of U.S. forces in Japan and a permanent stationing of atomic-powered carriers in the East China Sea.























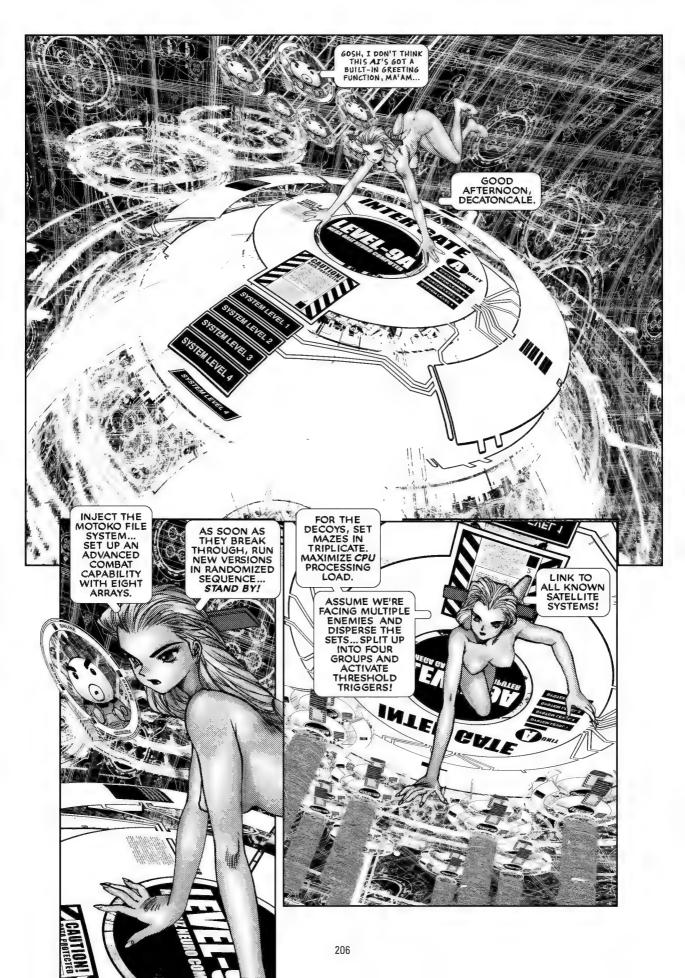


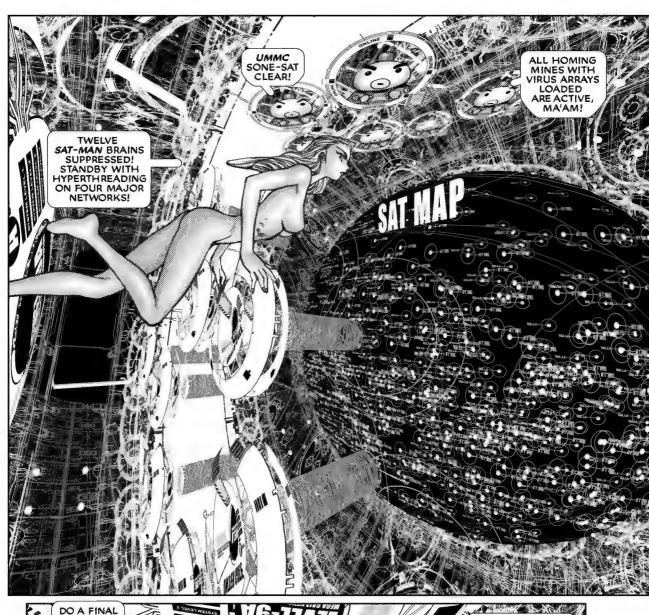








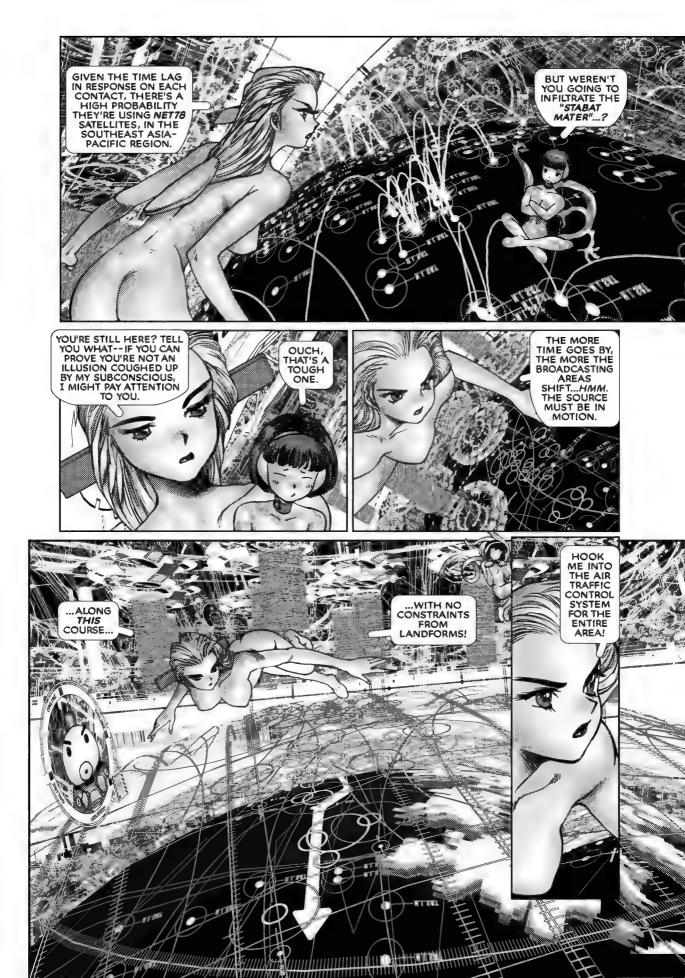


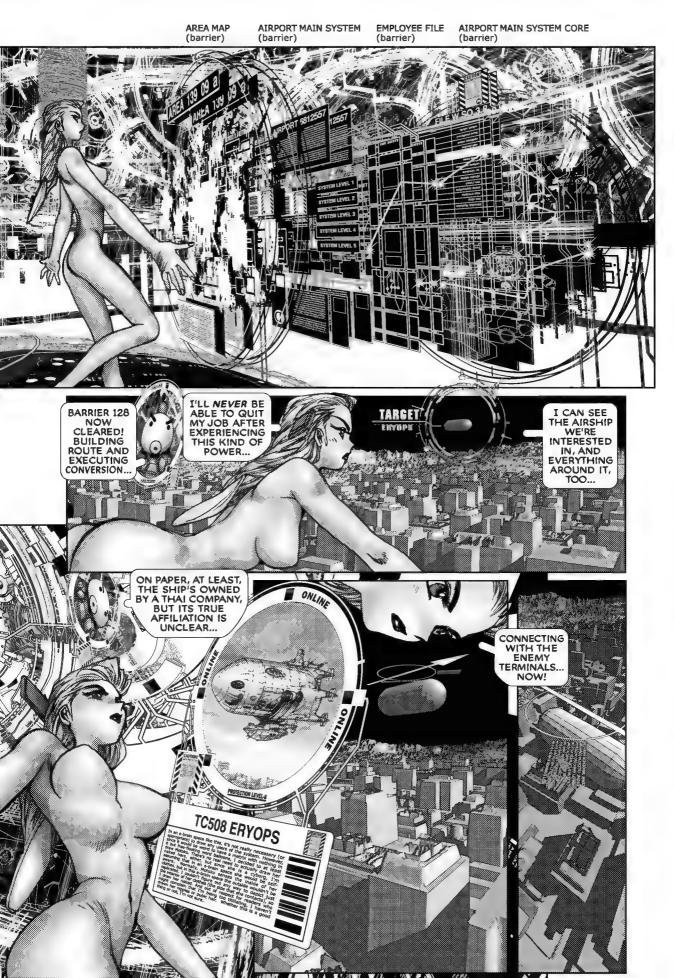




MOTOKO M2: Name of the other Motoko decot, the one who has been stopped by security.



















STAGE: Refers to the e-brain space that the character in the second panel is overseeing and deploying. May sound like a game environment, but it's really like a dramatic space allowing participation and viewing. It's a type of two-way movie space. Motoko is dealing here with Stabat Mater, which (although this is not her primary concern) is actually a famous entertainment (religious) organization physically located in Singapore.



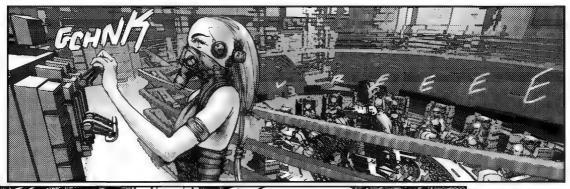
At this point, Motoko can't see the entire system, because she hasn't yet infiltrated Millennium. She only has access to the information that the airship pilot (Fracto, a.k.a. Unit 28) has, but Stabat Mater consists of more than what she can currently view through him. I confess that I probably should have given Millennium a more feminine-sounding name, such as "Millennia" or "Millenietta."

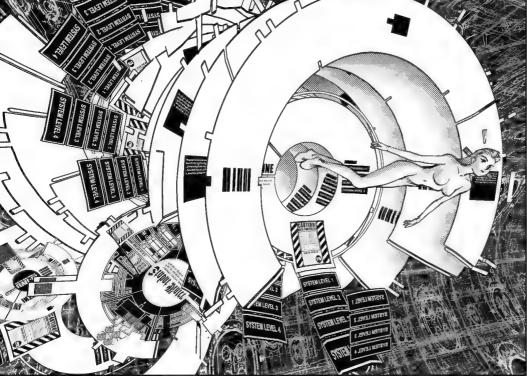


Unit 28 is using retinal projection to see Kirii's log as-is, visually. It's hard to see from the drawing, but there is a hardware disconnect, so it's difficult to access Unit 28 via Kirii from outside the system. As invited by the enemy, Motoko is sending a copy of herself into the Kirii route and working to destroy part of the total-barrier in the line connecting Unit 28 and the stage.









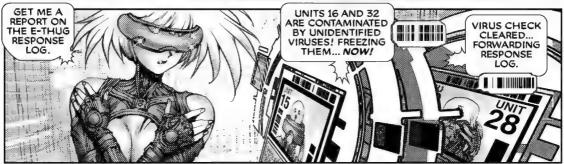




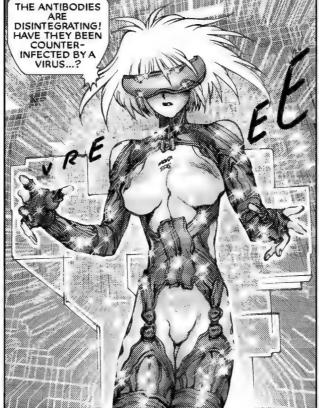
Millennium usually makes his/herself appear in this type of form, out of habit, but Motoko doesn't appear to Millennium the way she's depicted here. Millennium is only aware of Motoko's existence. Sort of like being aware of a ghost in the darkness of the night....



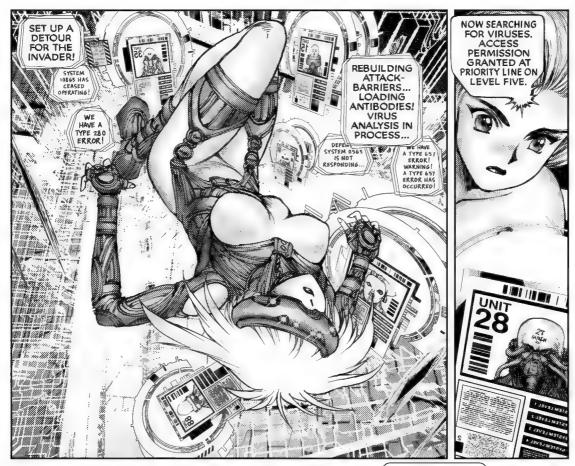


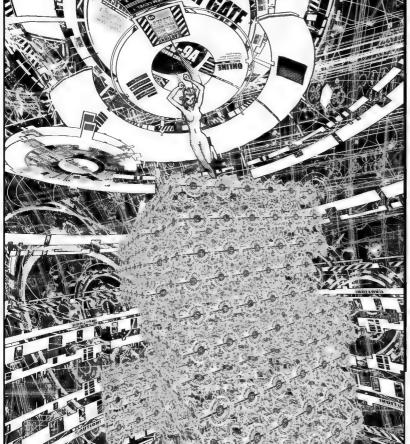








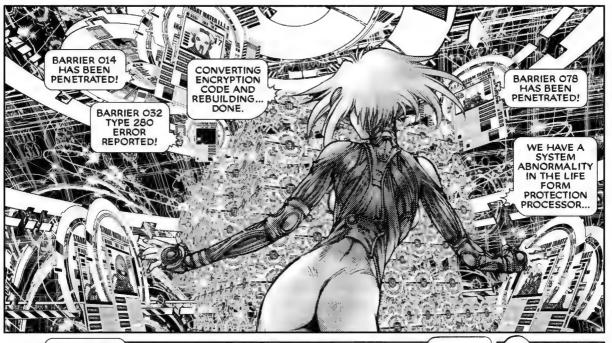








Using the "reverse probe" referred to here involves identifying or estimating the location of enemy hardware and preparing a physical attack on it. Wi-fi terror, land-line terror, or satellite-hijacking tactics may be used against enemy hardware for harassment purposes where it is presumed to exist, even without a positive identification. Since Millennium's opponent is a "Multigate Class" AI, and a huge investment has presumably been made in hardware defenses, she knows full well that it's not enough to simply use multiple remote decots.



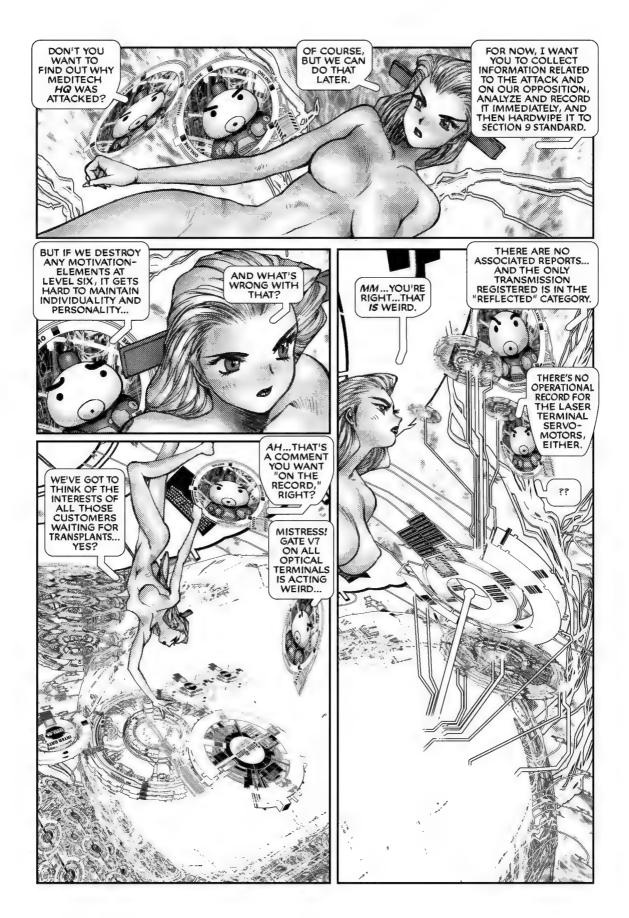




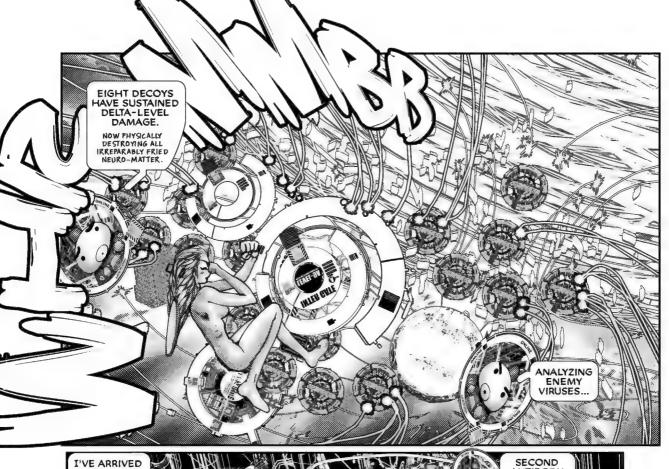


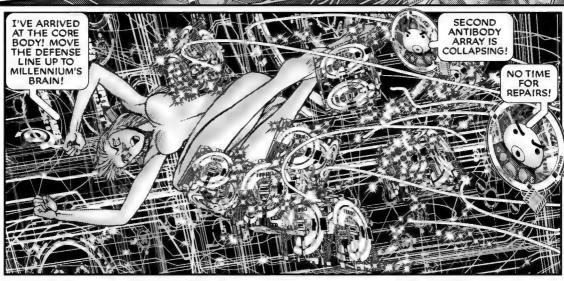


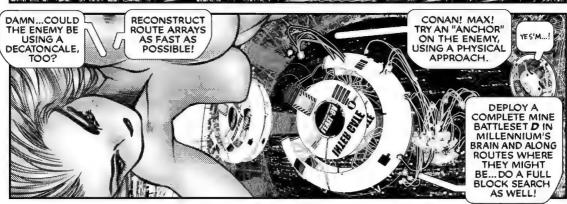






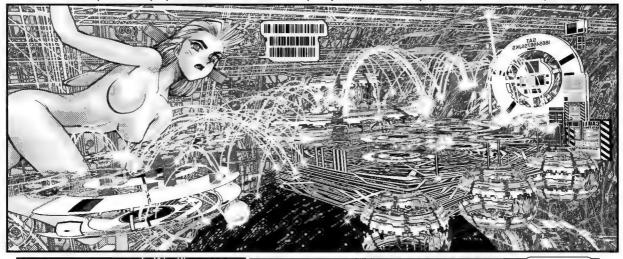




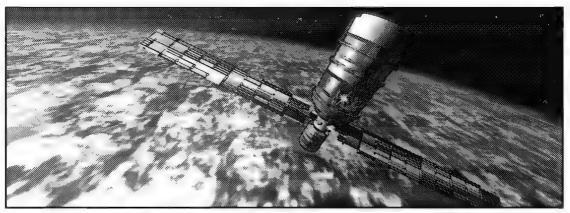








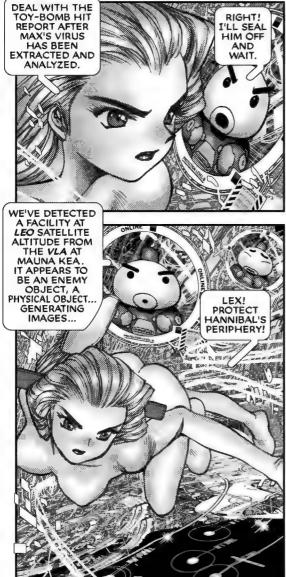


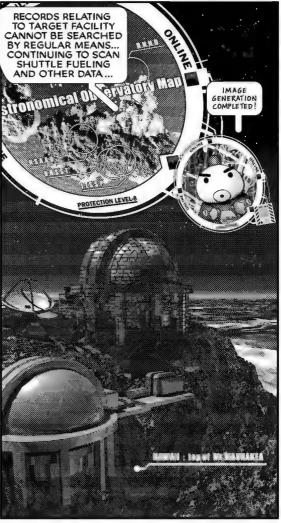


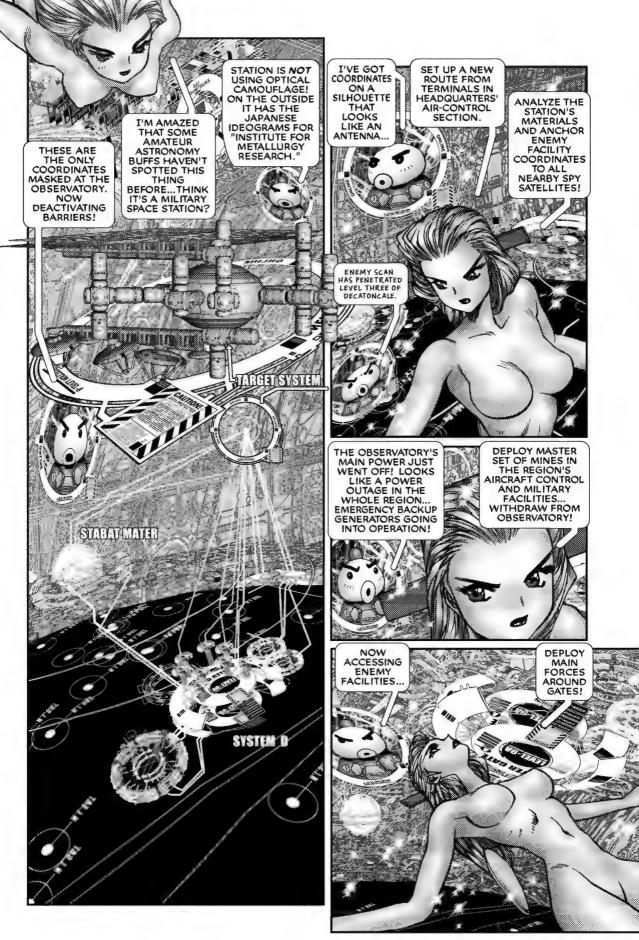


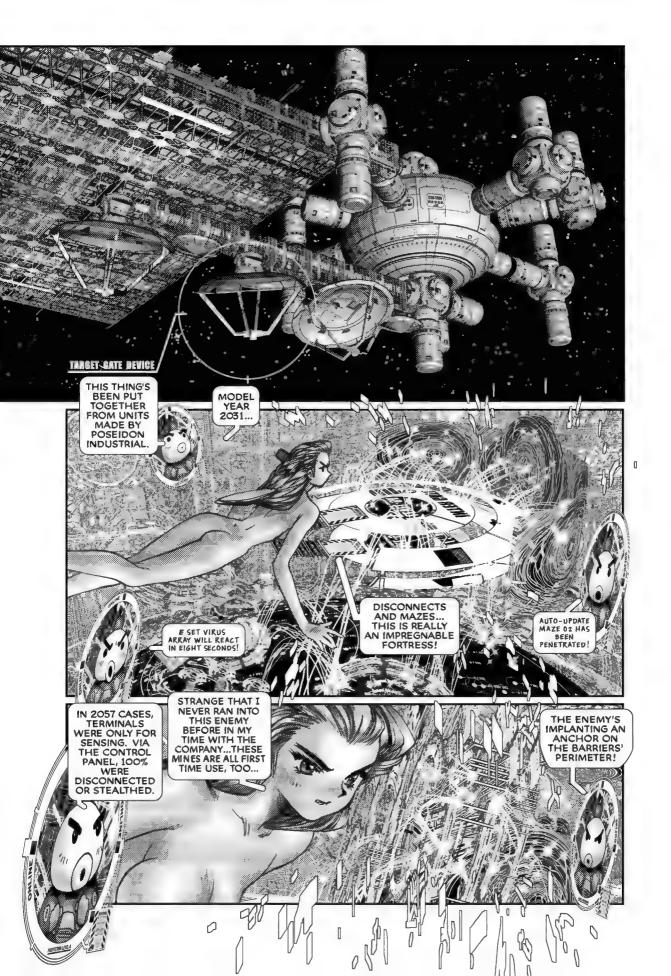


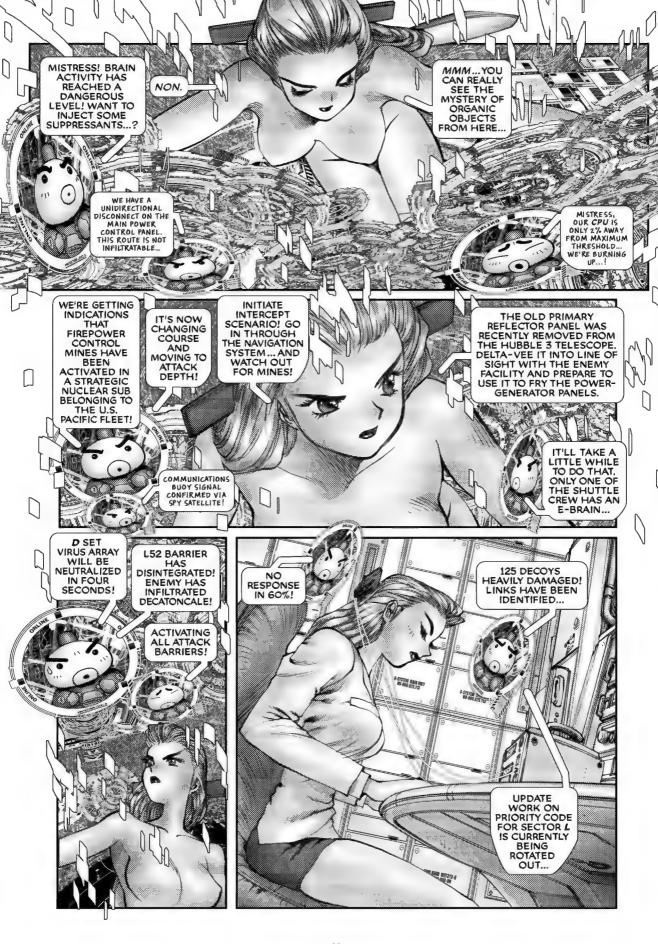






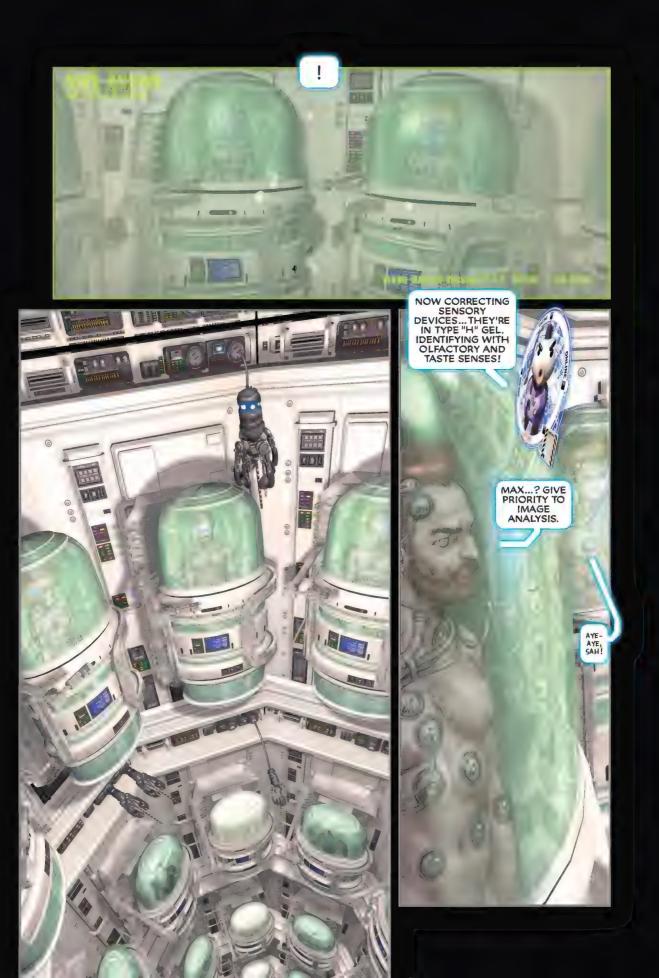


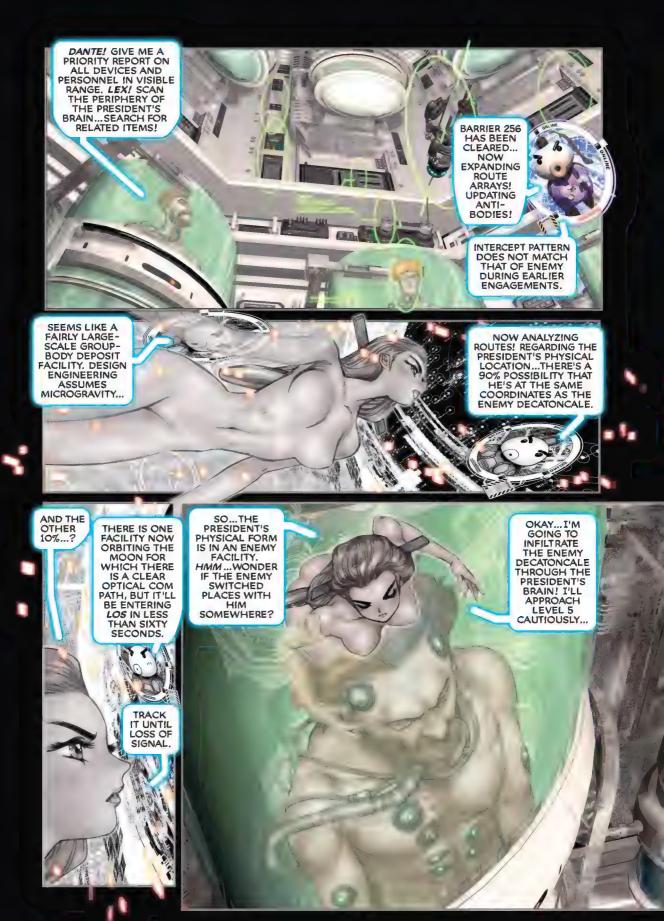


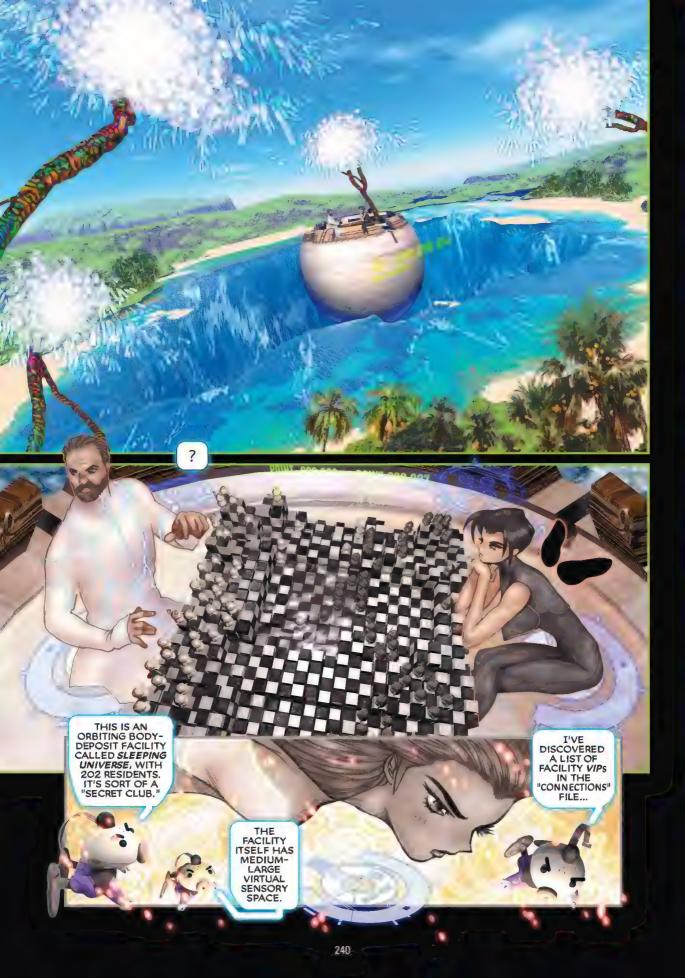








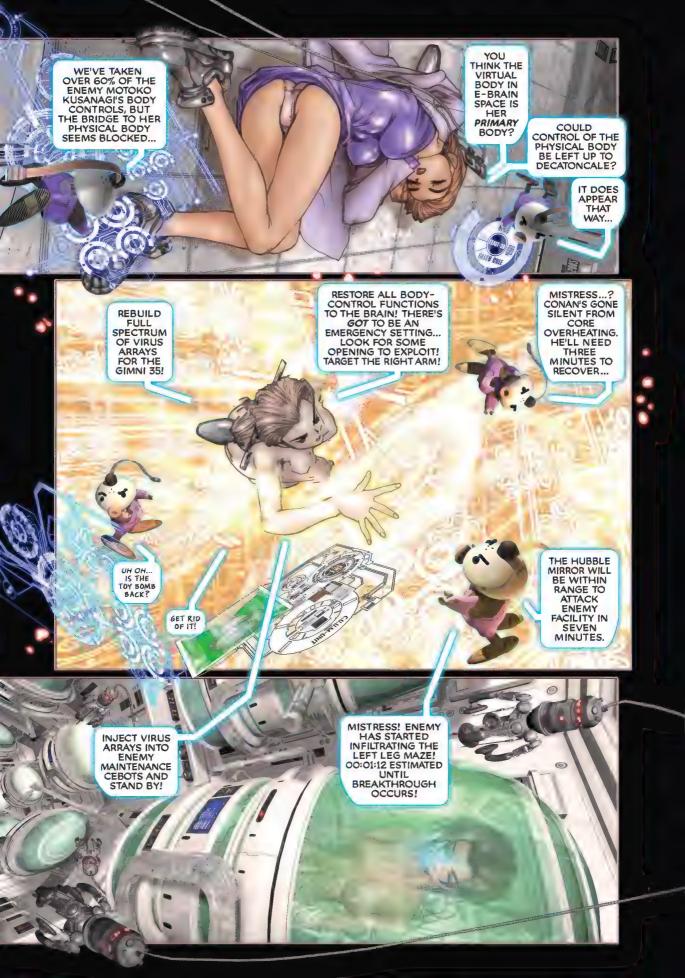




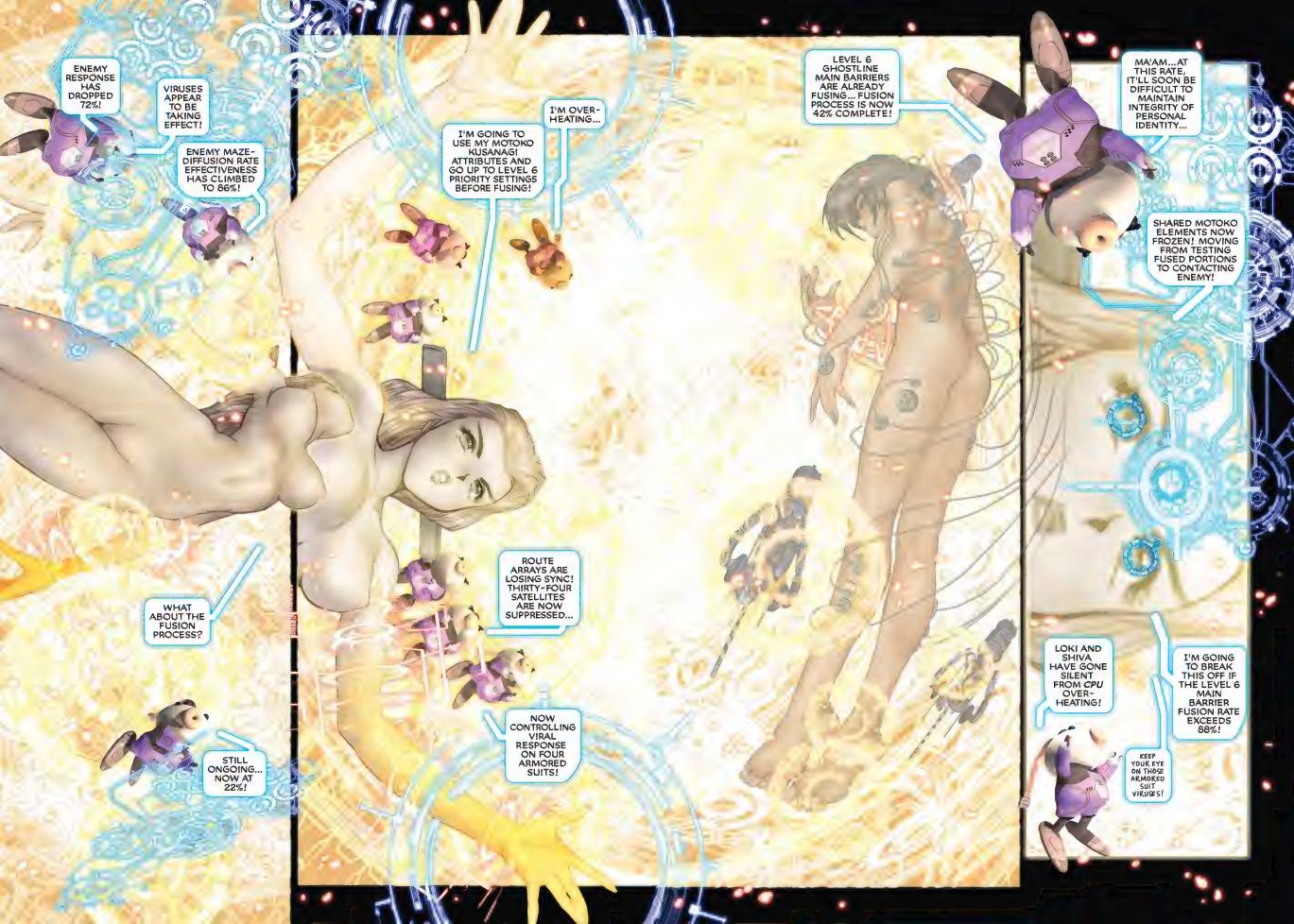




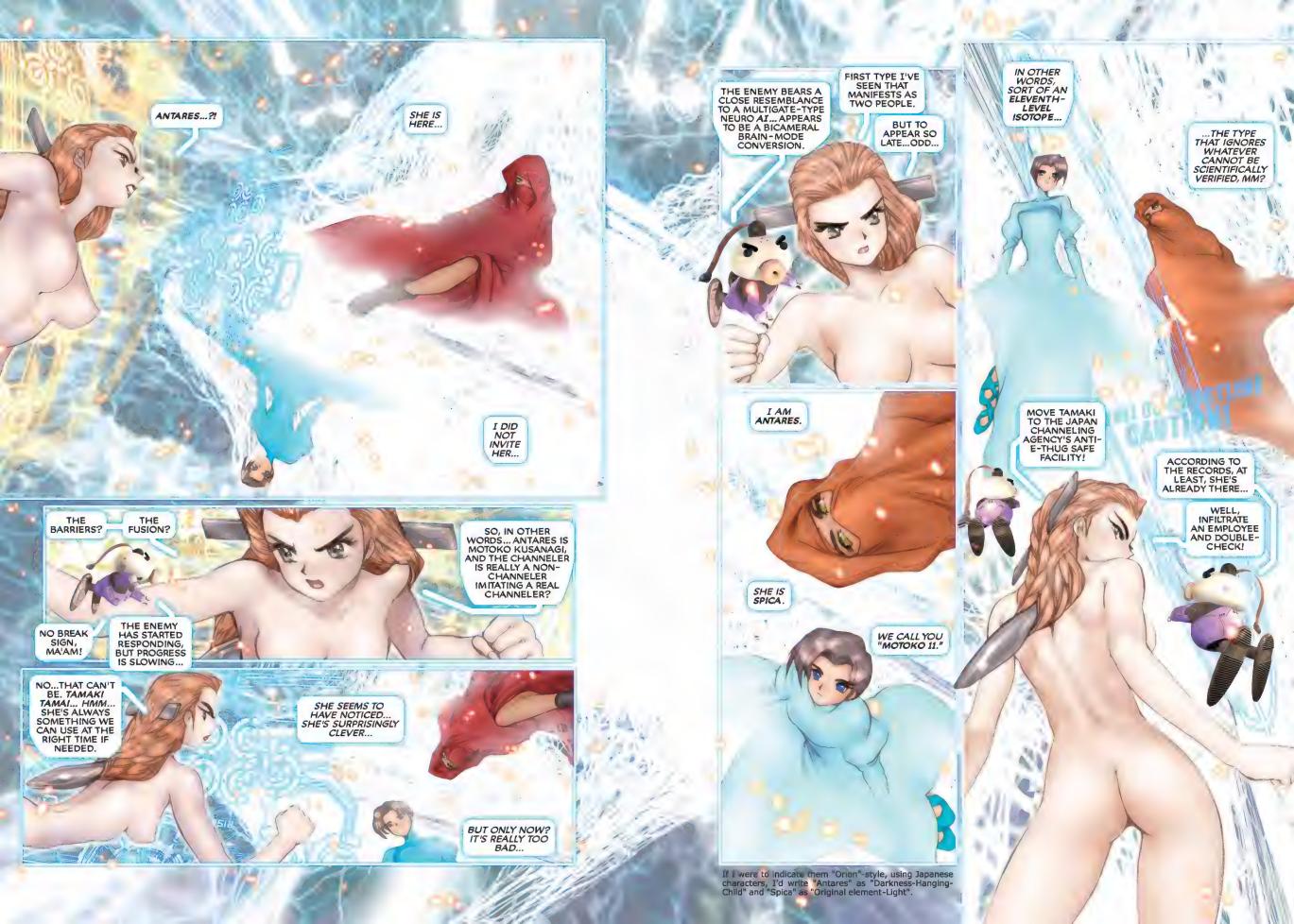


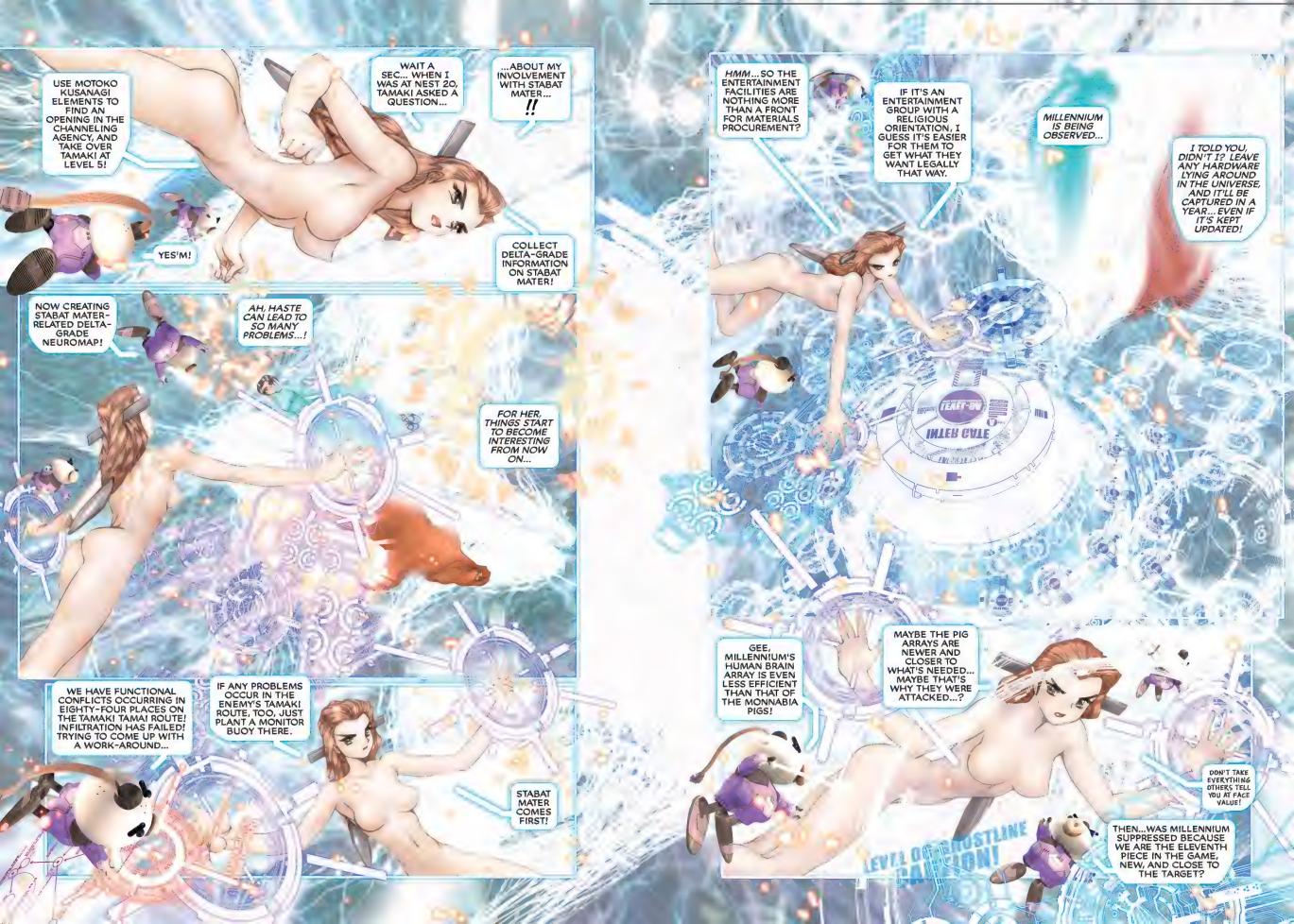


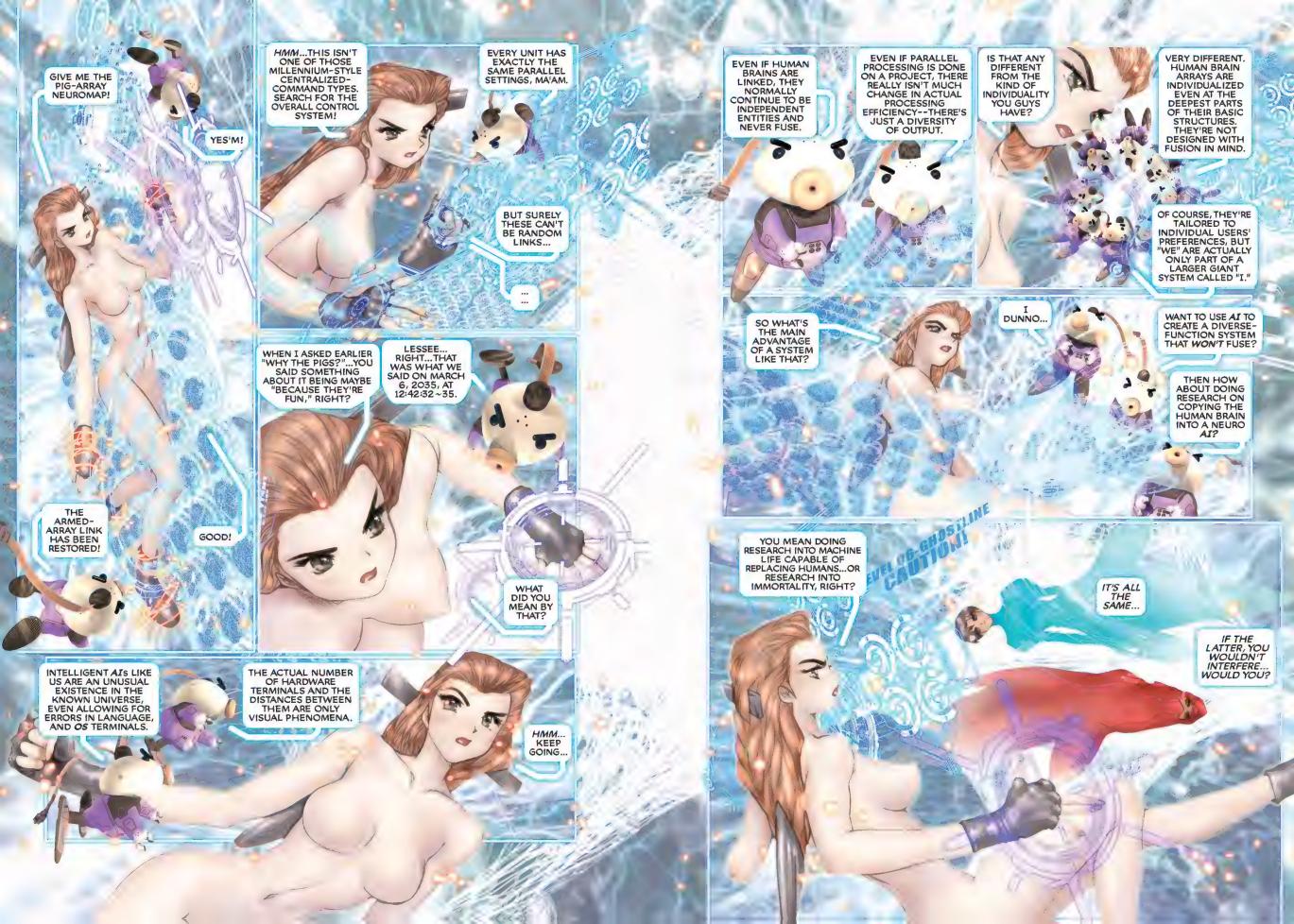










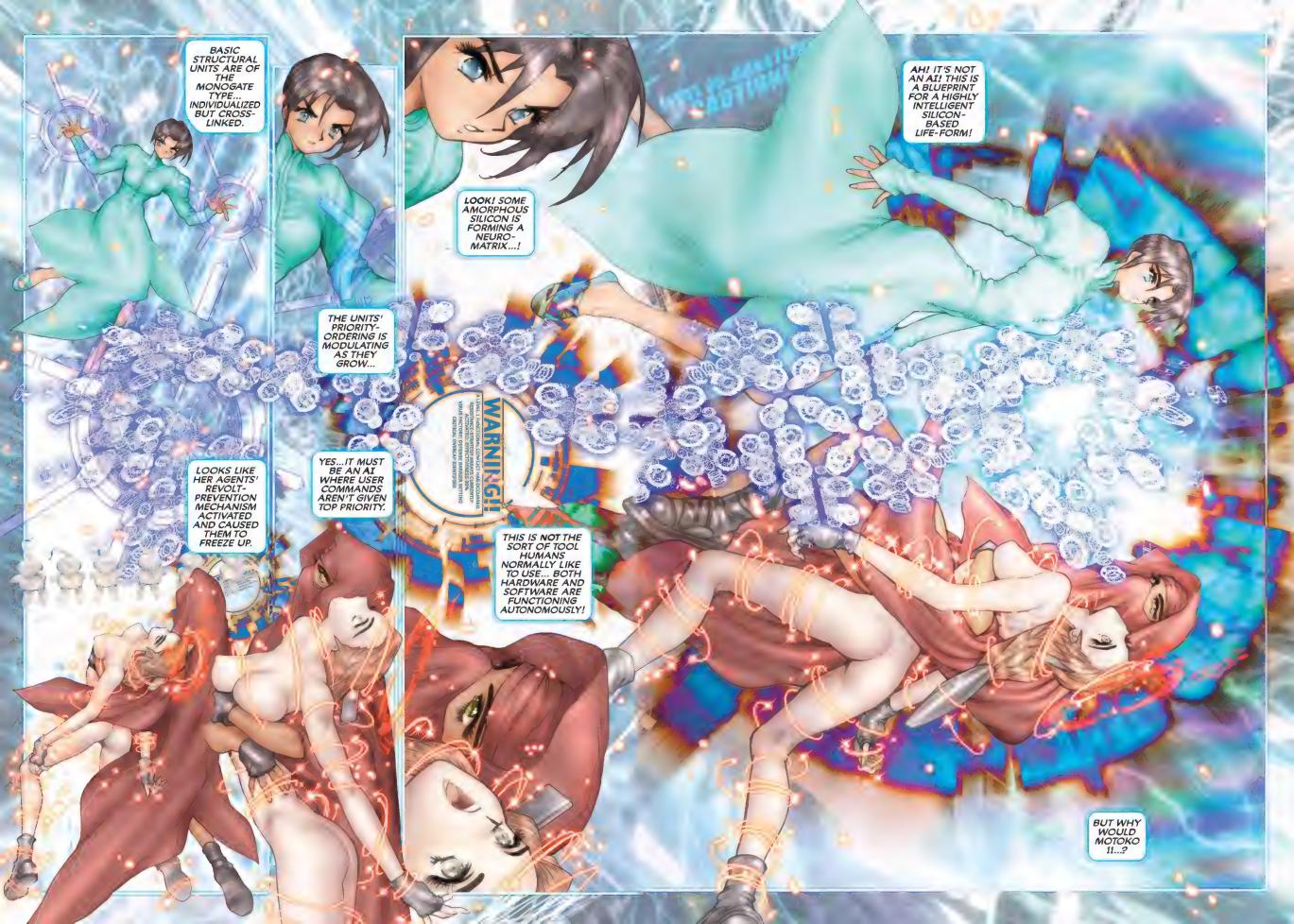












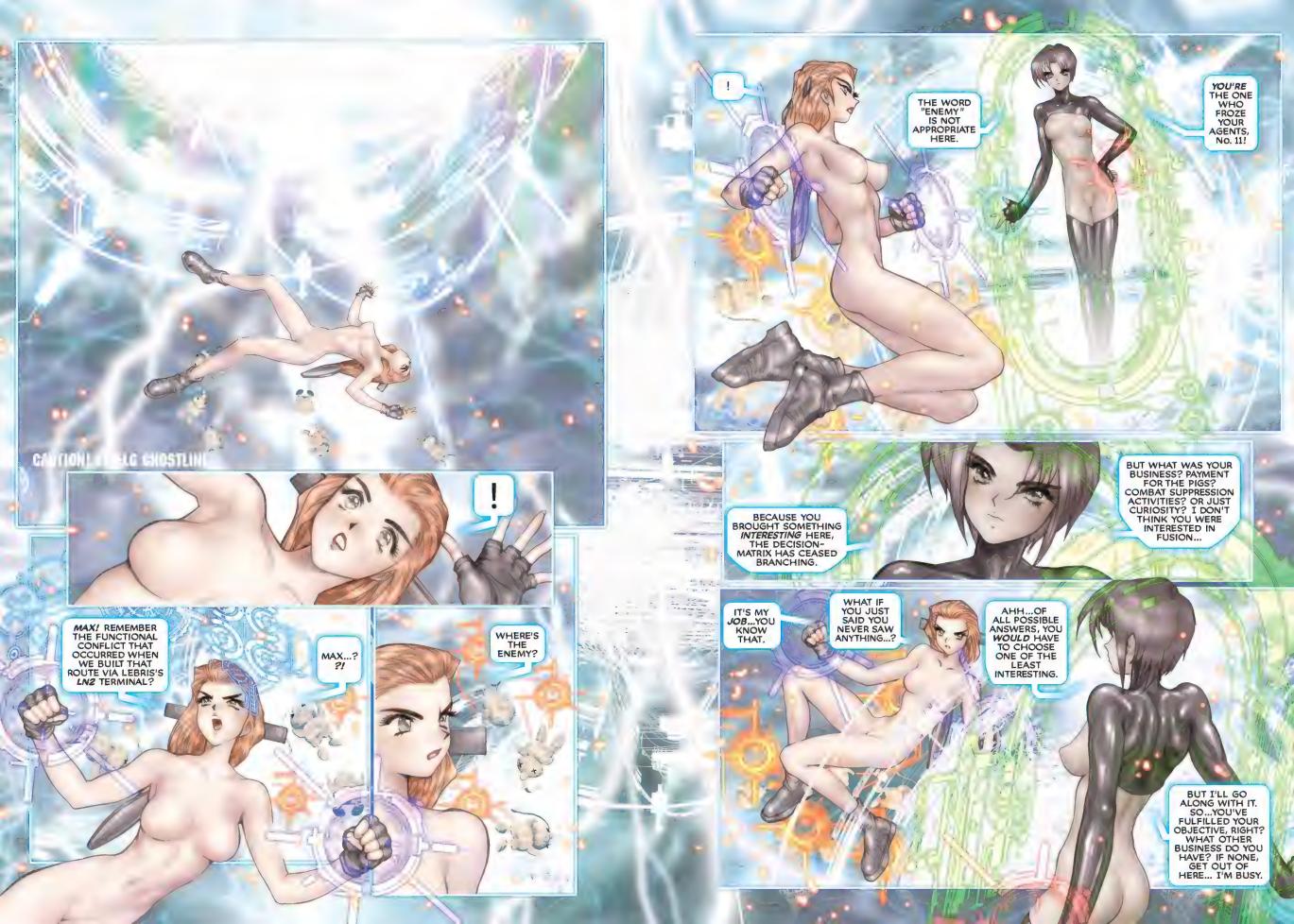




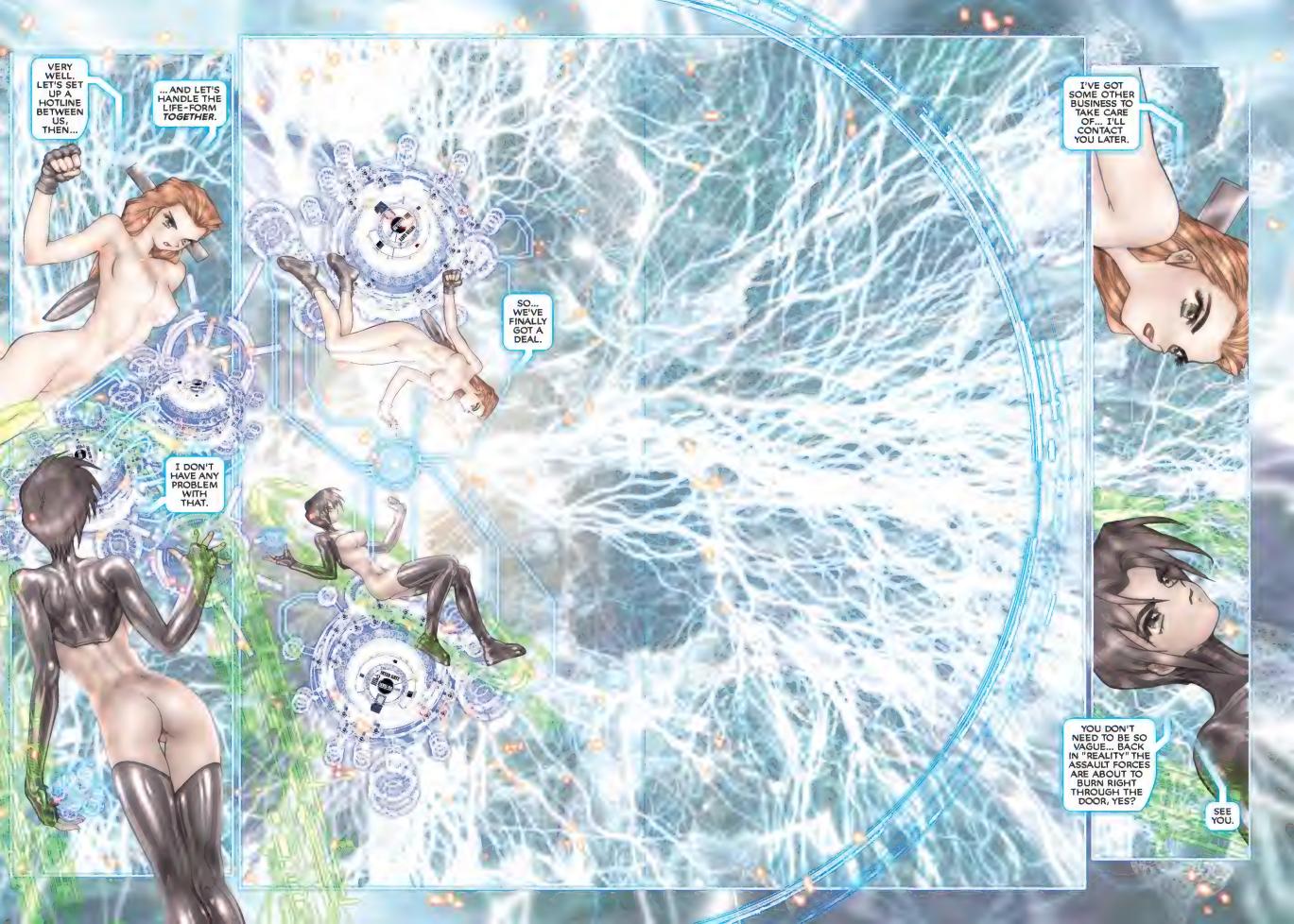






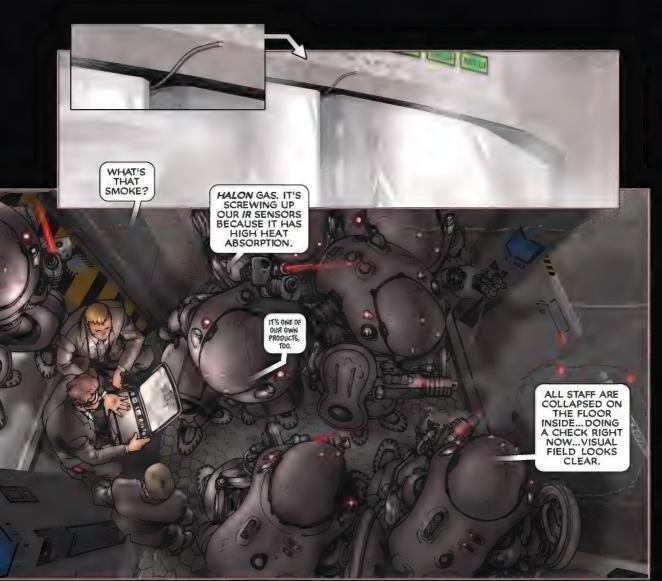
































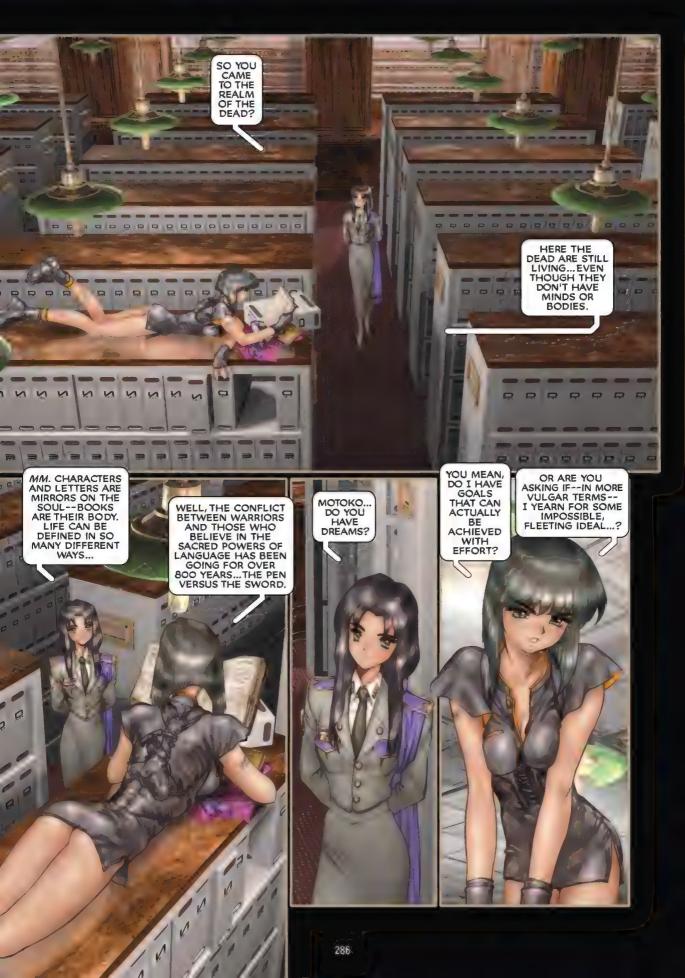






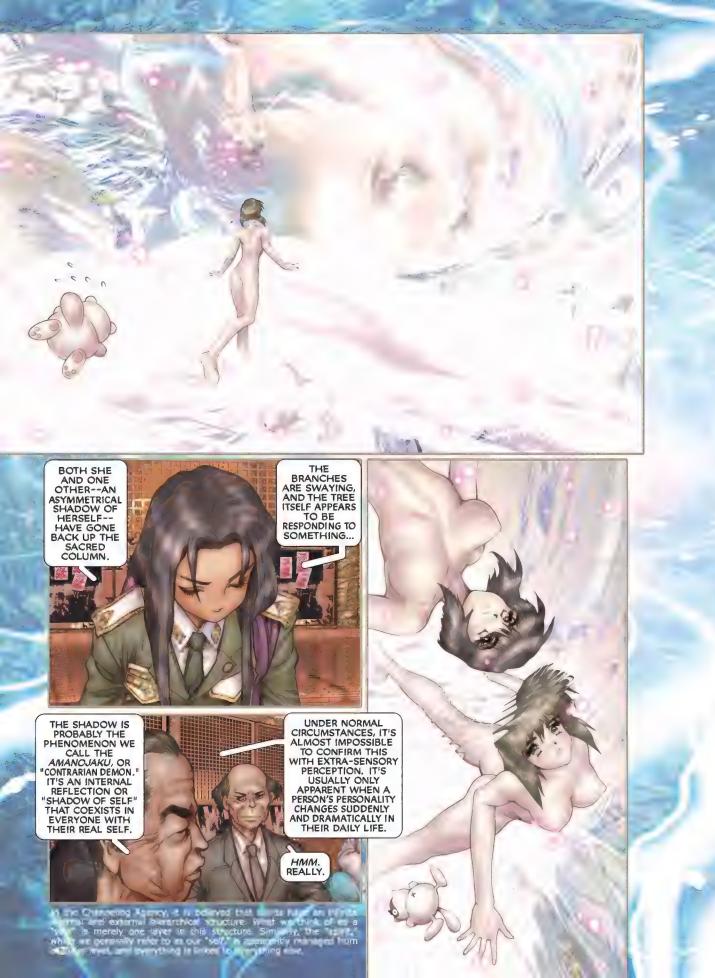










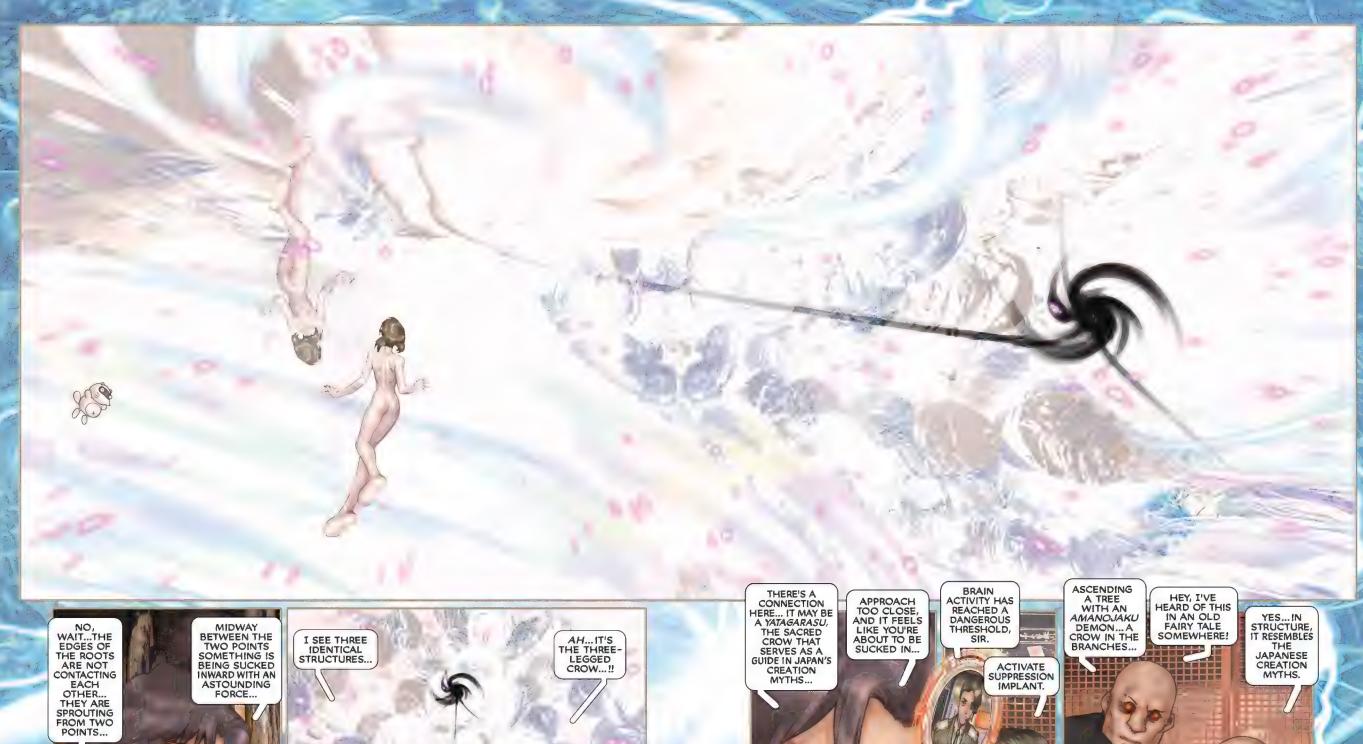






I DO NOT KNOW WHAT IT IS, SPECIFICALLY, BUT IT IS OUR JOB TO DETERMINE





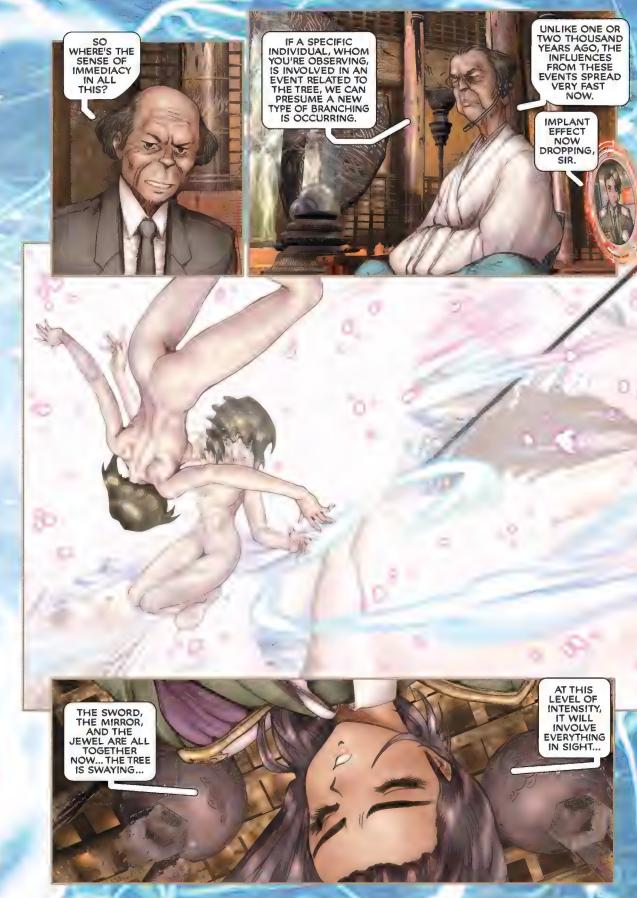


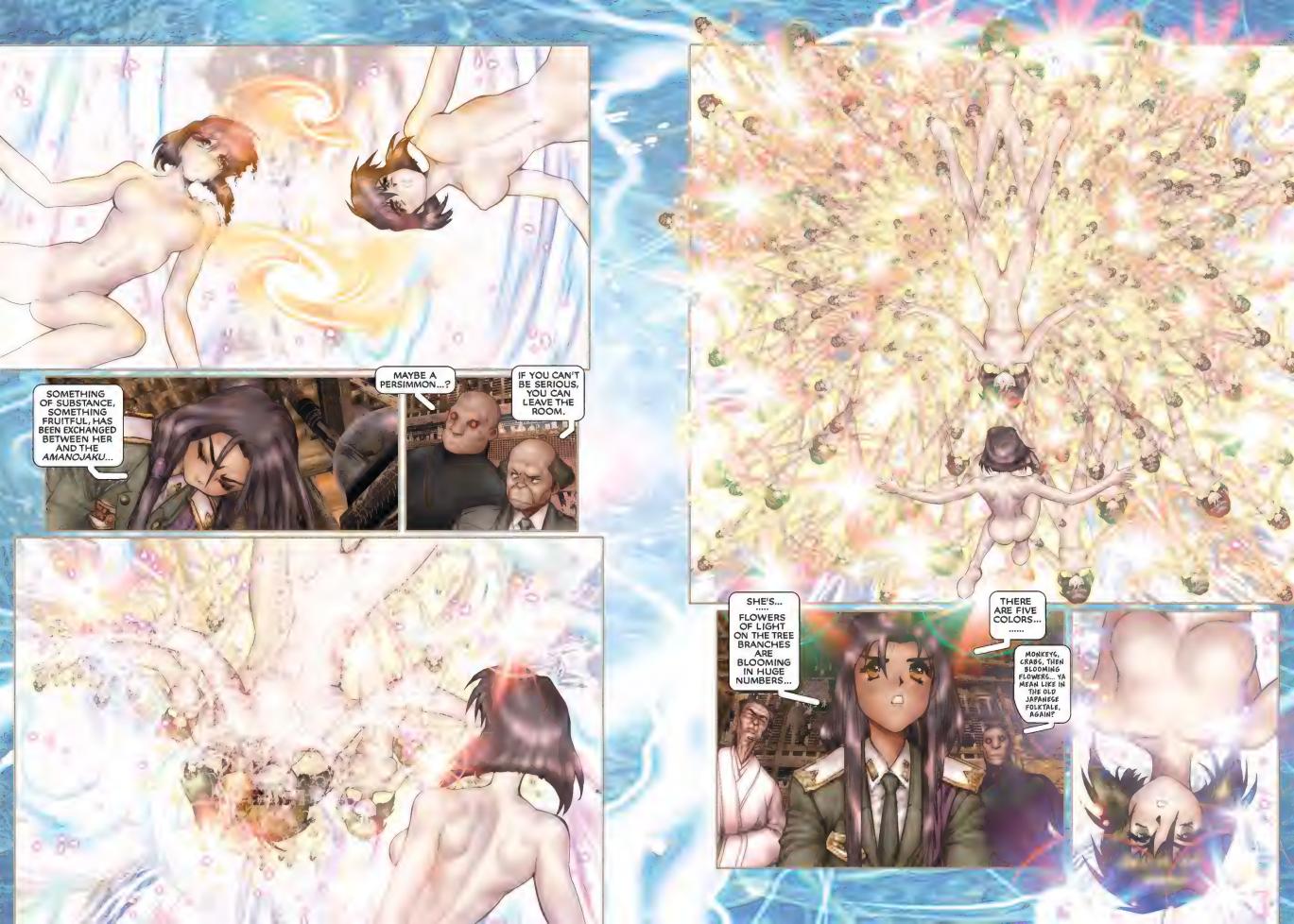


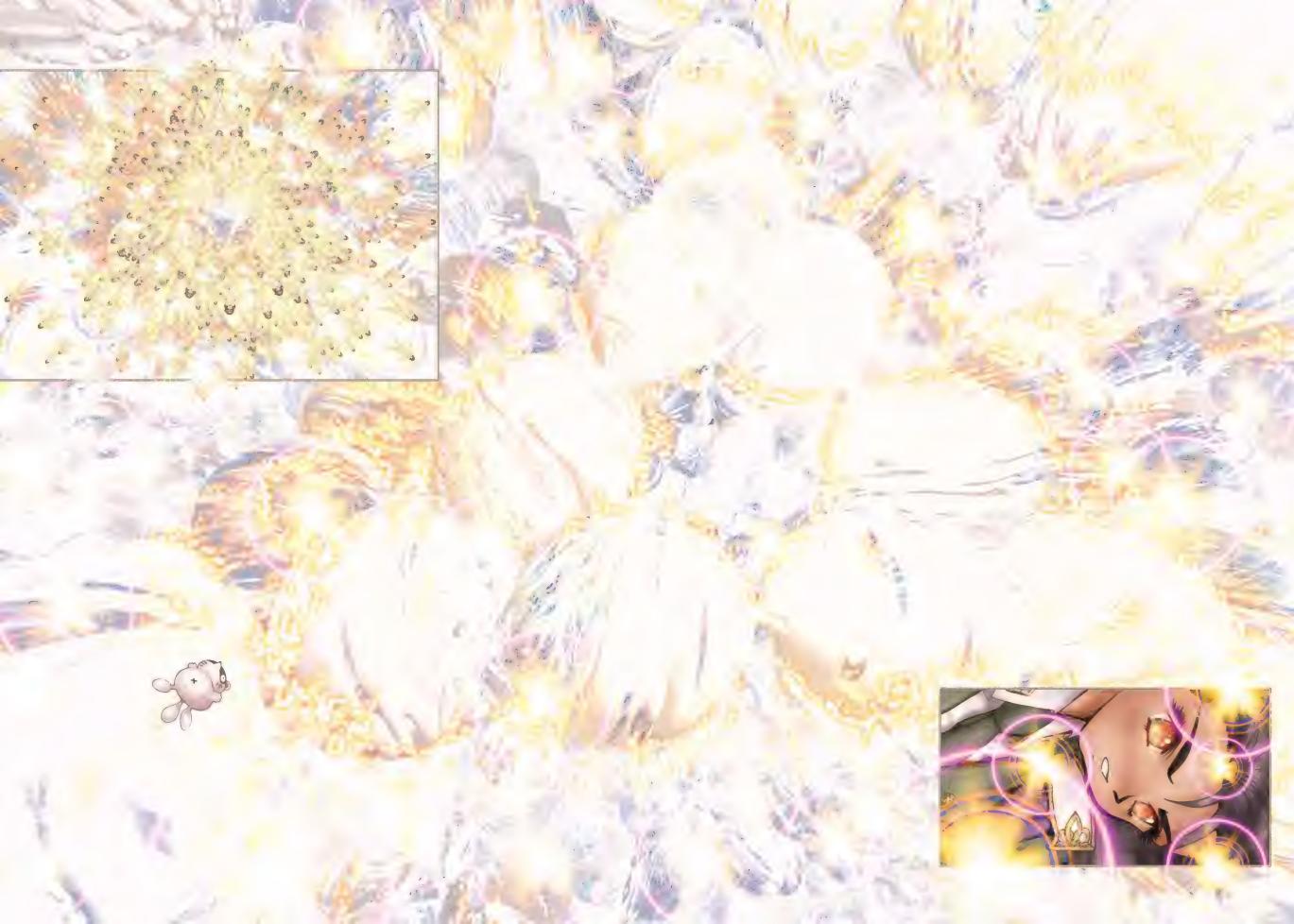




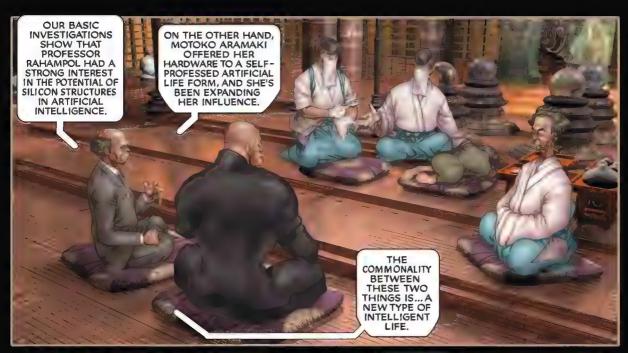


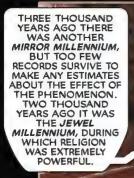








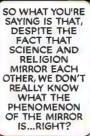




THE MIRROR

REFLECTS THE THREE SOULS OF SELF...THE INNER DEITIES.







STREET, SQUARE,

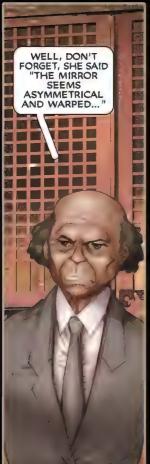
The Three Souls... I'm not going to get into a discussion here of dualism or the "single spirit, four souls," etc., of the ancient Shinto religion. Although the story seems very "Shinto"-ish here, remember...It isn't Shinto.



YES. AND IT COULD OCCUR AT A VARIETY OF LEVELS, WITH IMPACTS THAT RANGE FROM LOW TO HIGH, AND INCLUDE CULTURE, THE ENVIRONMENT, POLITICS, SCIENCE AND TECHNOLOGY, AND RELIGION.

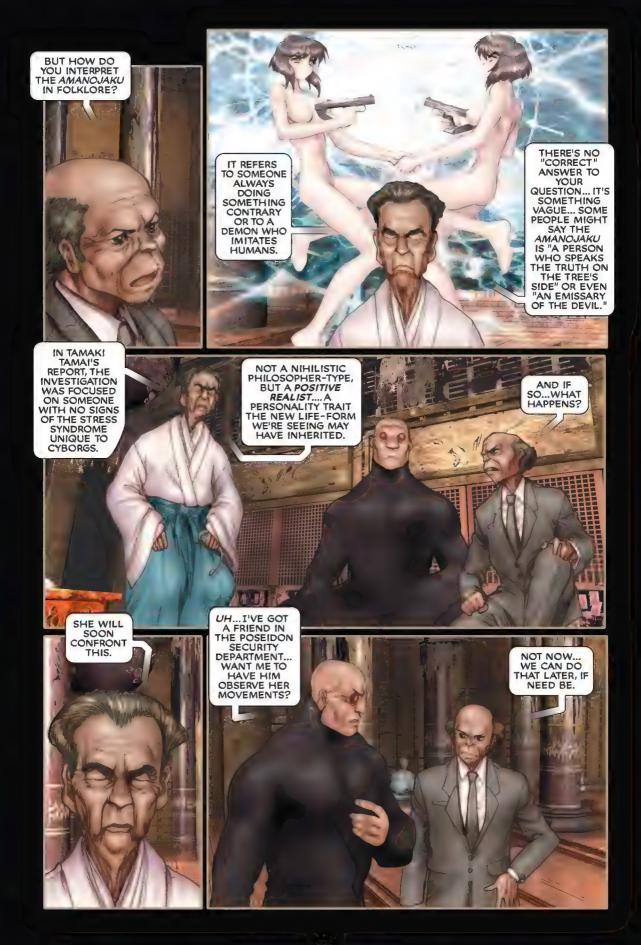


WOULD BE CONFRONTING YOURSELF...





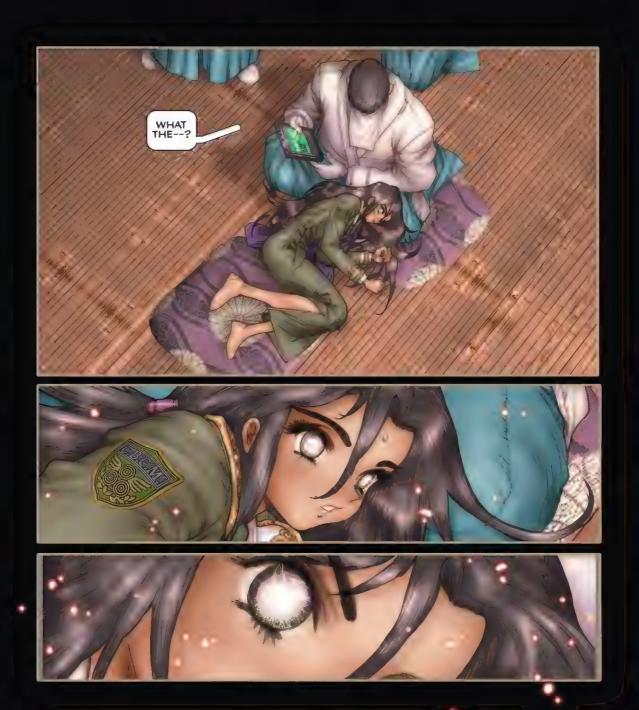




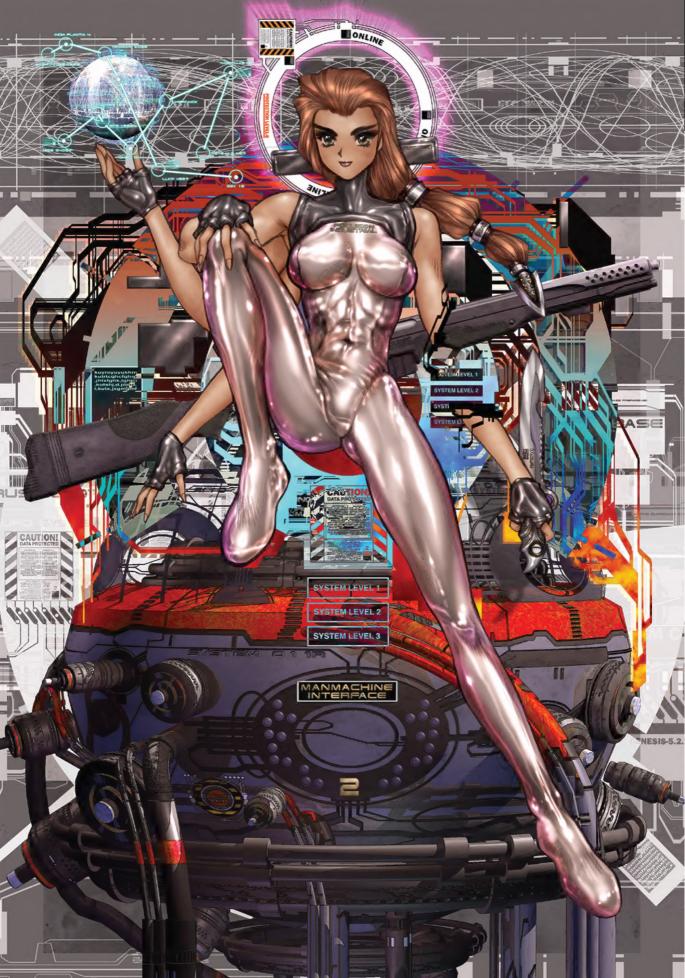












AUTHOR BIOGRAPHY

In 1983, Shirow Masamune published his first manga, "Black Magic" from *Atlas*, a science fiction *dojin* manga society (*dojin* is the Japanese term to describe an amateur fan publication).

In 1985, Shirow's first major work, "Appleseed," was published by Seishinsha, without being serialized in or submitted to a manga magazine, which is quite rare in the Japanese manga publishing industry. Shortly thereafter, Shirow set up his own company, and besides working on his own manga and illustration work, took on projects from the anime and game industry, as well as designing pens, air guns, and computer mice. Since 1996, he has created his artwork through the computer, and from 2000, graphics work in color, writing, and project devel-

opment has occupied most of his time. He does not consider himself a mainstream professional manga artist, but his fans and supporters in the industry consider him to be one of the all-time great manga creators. Since before the days of the anime movement, Shirow's work has been recognized and highly respected outside Japan. He has been active in numerous anime and game projects but it is rare for him to take the helm of such projects, or even to have his name used prominently.

Shirow Masamune was born in Japan in Chuo Ward, Kobe City, Hyogo Prefecture, on November 23, 1961. He still lives in the same district.

Career Chronology

1983 Publication of manga trade paperback "Black Magic" (Atlas, a dojin company)

1984 Publication of manga trade paperback "Appleseed" (Seishinsha)

1985 Publication of manga trade paperback "Appleseed 2" (Seishinsha)

1986 Publication of manga trade paperback "Dominion" (Hakusensha)

1987 Co-directed, with Hiroyuki Kitakubo, the original video animation "Black Magic M-66"

1987 Publication of manga trade paperback "Appleseed 3" (Seishinsha)

1989 Publication of manga trade paperback "Appleseed 4" (Seishinsha)

1991 Publication of manga trade paperback "Kokaku

Kidotai – The Ghost in the Shell" (Kodansha)

1991 Publication of manga trade paperback "Senjutsu Cho Kokaku Orion" (Seishinsha)

1992 Publication of artbook "Intron Depot" (Seishinsha) 1992 Serialization, though uncompleted, of manga "NEURO HARD – Hachi No Wakusei" (Fujimi Shobo)

1994 Cover art of the novelization by Nemuru Anzu, "Tokuso Senshatai Dominion" (Kadokawa Shoten)

1995 Publication of manga trade paperback "Dominion

C-1" (Seishinsha)

1997 Poster portfolio "Kokaku Kidotai –Cyberdelics" (Kodansha)

1998 Illustrations in the novel "Jashin Hunter" vol 1 and 2 by Izumi Makoto (Seishinsha)

1998 Illustrations in the novel "Taimakan Akagami Kyoya" by Kotoda Kotaro (Media Works)

1998 Publication of artbook "Intron Depot 2: Blades" (Seishinsha)

1999 Illustration in the novel "Valeria File" vol 1 and 2 by Tani Koshu (Chuo

Koron Shinsha)

2001 Publication of manga tankobon "The Ghost in the Shell 2 – Man Machine Interface" (Kodansha)

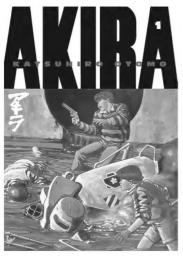
2003 Publication of artbook "INTRON DEPOT 3 – BAL-LISTICS" (Seishinsha)

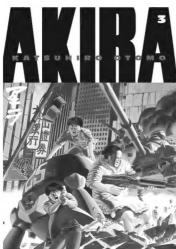
2004 Publication of artbook "INTRON DEPOT 4 – BUL-LETS" (Seishinsha)

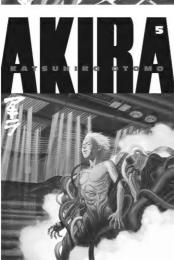
2006 Anime project "G3" starts (later to become Ghost Hound and RD produced by Production I.G.)

2008 Illustration of the novel "Classical Fantasy Within" by Shimada Soji, 7 out of 12 volumes published to date (Kodansha)

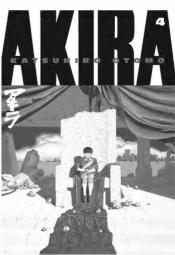
2009 Publication of manga trade paperback "Kokaku Kidotai 1.5 – Human Error Processor" (Kodansha)

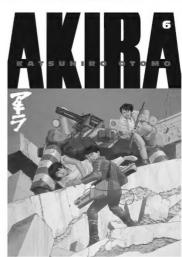












AKIRA: Katsuhiro Otomo's 6-Volume Masterpiece Neo-Tokyo is about to explode. "One of the most important manga of the 1980s... four stars."

Manga: The Complete Guide



